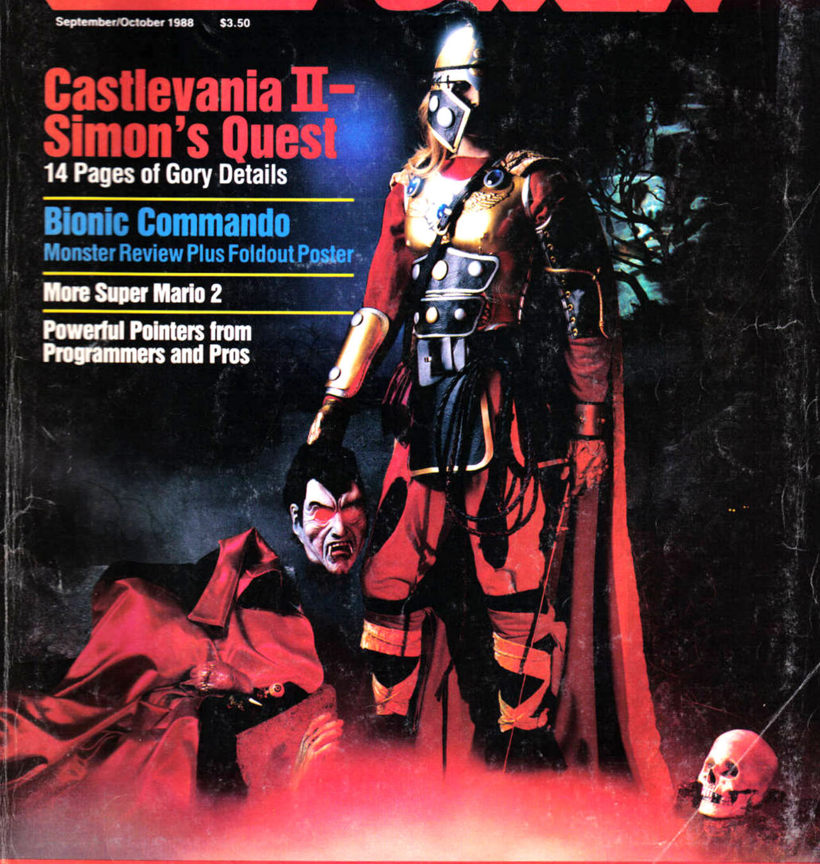
NINTENDO POWER™

September/October 1988 $3.50



Castlevania II-Simon's Quest

14 Pages of Gory Details

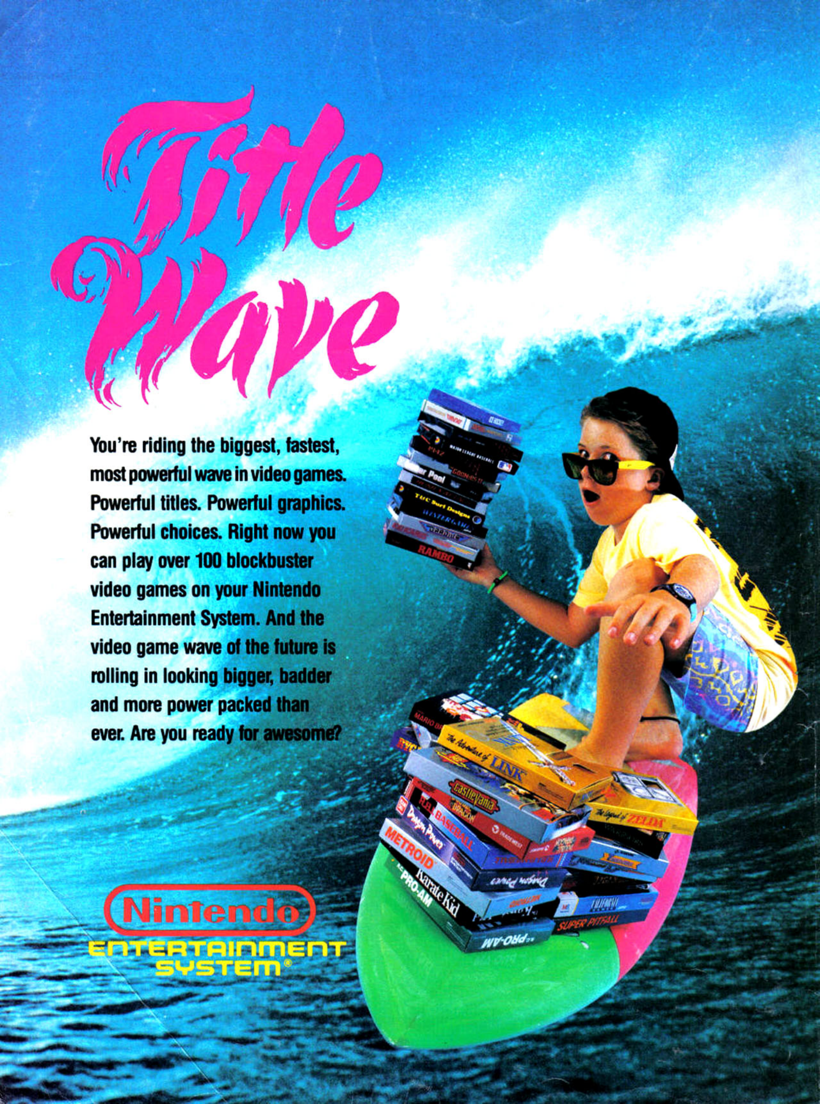
Bionic Commando

Monster Review Plus Foldout Poster

More Super Mario 2

Powerful Pointers from Programmers and Pros

Nintendo® THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS


Title Wave
RAMBO
T&C Surf Designs
WINTER GAMES
GOONIES II
MAJOR LEAGUE BASEBALL
The Adventure of LINK
Castlevania
DOUBLE DRAGON
BASEBALL
Dragon Power
METROID
Karate Kid
R.C. PRO-AM
SUPER PITFALL
The Legend of ZELDA
CALIFORNIA GAMES
MARIO BROS.

You're riding the biggest, fastest, most powerful wave in video games. Powerful titles. Powerful graphics. Powerful choices. Right now you can play over 100 blockbuster video games on your Nintendo Entertainment System. And the video game wave of the future is rolling in looking bigger, badder and more power packed than ever. Are you ready for awesome?

Nintendo
ENTERTAINMENT SYSTEM®

Nintendo®

Dear Nintendo Power Player,

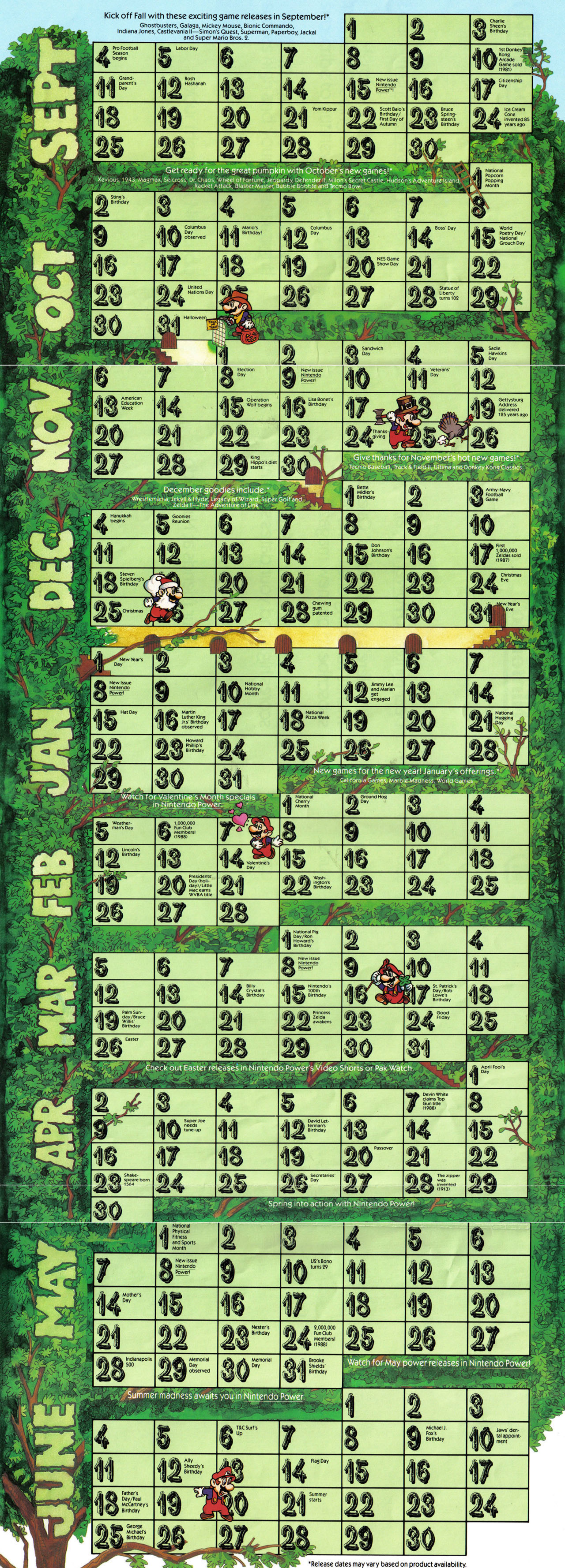
Here's your Insiders' Calendar. Thanks for being one of the first to subscribe to our new magazine.

Hope you enjoy it. Keep your scores high and your dates straight!

Sincerely,

Your friends at Nintendo

Insiders' Calendar



SEPT

Kick off Fall with these exciting game releases in September!*
Ghostbusters, Galaga, Mickey Mouse, Bionic Commando, Indiana Jones, Castlevania II—Simon's Quest, Superman, Paperboy, Jackal and Super Mario Bros. 2.

S	M	T	W	T	F	S
				1	2	3 Charlie Sheen's Birthday
4 Pro Football Season begins	5 Labor Day	6	7	8	9	10 1st Donkey Kong Arcade Game sold (1981)
11 Grand-parent's Day	12 Rosh Hashanah	13	14	15 New issue Nintendo Power™!	16	17 Citizenship Day
18	19	20	21 Yom Kippur	22 Scott Baio's Birthday/First Day of Autumn	23 Bruce Springsteen's Birthday	24 Ice Cream Cone invented 85 years ago
25	26	27	28	29	30	

OCT

Get ready for the great pumpkin with October's new games!*
Xevious, 1943, Magmax, Seicross, Dr. Chaos, Wheel of Fortune, Jeopardy, Defender II, Milon's Secret Castle, Hudson's Adventure Island, Racket Attack, Blaster Master, Bubble Bobble and Tecmo Bowl.

S	M	T	W	T	F	S
						1 National Popcorn Popping Month
2 Sting's Birthday	3	4	5	6	7	8
9	10 Columbus Day observed	11 Mario's Birthday!	12 Columbus Day	13	14 Boss' Day	15 World Poetry Day/National Grouch Day
16	17	18	19	20 NES Game Show Day	21	22
23	24 United Nations Day	25	26	27	28 Statue of Liberty turns 102	29
30	31 Halloween					

NOV

S	M	T	W	T	F	S
		1	2	3 Sandwich Day	4	5 Sadie Hawkins Day
6	7	8 Election Day	9 New issue Nintendo Power!	10	11 Veterans' Day	12
13 American Education Week	14	15 Operation Wolf begins	16 Lisa Bonet's Birthday	17	18	19 Gettysburg Address delivered 125 years ago
20	21	22	23	24 Thanks-giving	25	26
27	28	29 King Hippo's diet starts	30			

Give thanks for November's hot new games!*
Tecmo Baseball, Track & Field II, Ultima and Donkey Kong Classics.

DEC

December goodies include:*
Wrestlemania, Jekyll & Hyde, Legacy of Wizard, Super Golf and Zelda II—The Adventure of Link

S	M	T	W	T	F	S
				1 Bette Midler's Birthday	2	3 Army-Navy Football Game
4 Hanukkah begins	5 Goonies Reunion	6	7	8	9	10
11	12	13	14	15 Don Johnson's Birthday	16	17 First 1,000,000 Zeldas sold (1987)
18 Steven Spielberg's Birthday	19	20	21	22	23	24 Christmas Eve
25 Christmas	26	27	28 Chewing gum patented	29	30	31 New Year's Eve

JAN

S	M	T	W	T	F	S
1 New Year's Day	2	3	4	5	6	7
8 New Issue Nintendo Power!	9	10 National Hobby Month	11	12 Jimmy Lee and Marian get engaged	13	14
15 Hat Day	16 Martin Luther King Jr.s' Birthday observed	17	18 National Pizza Week	19	20	21 National Hugging Day
22	23 Howard Phillip's Birthday	24	25	26	27	28
29	30	31				

New games for the new year! January's offerings.*
California Games, Marble Madness, World Games

FEB

Watch for Valentine's Month specials in Nintendo Power.

S	M	T	W	T	F	S
			1 National Cherry Month	2 Ground Hog Day	3	4
5 Weather-man's Day	6 1,000,000 Fun Club Members! (1988)	7	8	9	10	11
12 Lincoln's Birthday	13	14 Valentine's Day	15	16	17	18
19	20 Presidents' Day (holi-day)/Little Mac earns WVBA title	21	22 Wash-ington's Birthday	23	24	25
26	27	28				

MAR

S	M	T	W	T	F	S
			1 National Pig Day/Ron Howard's Birthday	2	3	4
5	6	7	8 New issue Nintendo Power!	9	10	11
12	13	14 Billy Crystal's Birthday	15 Nintendo's 100th Birthday	16	17 St. Patrick's Day/Rob Lowe's Birthday	18
19 Palm Sun-day/Bruce Willis' Birthday	20	21	22 Princess Zelda awakens	23	24 Good Friday	25
26 Easter	27	28	29	30	31	

Check out Easter releases in Nintendo Power's Video Shorts or Pak Watch.

APR

S	M	T	W	T	F	S
						1 April Fool's Day
2	3	4	5	6	7 Devin White claims Top Gun title (1988)	8
9	10 Super Joe needs tune-up	11	12 David Letterman's Birthday	13	14	15
16	17	18	19	20 Passover	21	22
23 Shake-speare born 1564	24	25	26 Secretaries' Day	27	28 The zipper was invented (1913)	29
30						

Spring into action with Nintendo Power!

MAY

S	M	T	W	T	F	S
	1 National Physical Fitness and Sports Month	2	3	4	5	6
7	8 New issue Nintendo Power!	9	10 U2's Bono turns 29	11	12	13
14 Mother's Day	15	16	17	18	19	20
21	22	23 Nester's Birthday	24 2,000,000 Fun Club Members! (1988)	25	26	27
28 Indianapolis 500	29 Memorial Day observed	30 Memorial Day	31 Brooke Shields' Birthday			

Watch for May power releases in Nintendo Power!

JUNE

Summer madness awaits you in Nintendo Power.

S	M	T	W	T	F	S
				1	2	3
4	5	6 T&C Surf's Up	7	8	9 Michael J. Fox's Birthday	10 Jaws' dental appointment
11	12 Ally Sheedy's Birthday	13	14 Flag Day	15	16	17
18 Father's Day/Paul McCartney's Birthday	19	20	21 Summer starts	22	23	24
25 George Michael's Birthday	26	27	28	29	30	

*Release dates may vary based on product availability.

Nintendo®

Printed in U.S.A. Copyright 1988 Nintendo of America Inc.

welcome

Thanks to your support, *Nintendo Power* magazine is a huge success. But that's not surprising because every day, more and more video players like you are tuning in and turning on to the fun, challenge and high-powered action of the red-hot video games you can play on the Nintendo Entertainment System.®

And speaking of top titles — check out what's ahead in this issue. Our line up of feature stories includes the tale of a Count's gruesome curse in *Castlevania II — Simon's Quest*. Get the power-packed details on the super-charged hit, *Bionic Commando.* Grab control of the track and boost your performance with our fast track story on *R.C. Pro-Am*. The all-time super star is back in *Super Mario 2*. Plug into continuing Mario madness right here in *Nintendo Power.*

Be sure to put our new Insiders' Poster Calendar on your wall with Howard's birthday, Super Mario's birthday, new release dates (with our best shot at accuracy) and more! Don't miss "Pak Watch" for all the latest on what's new and news on the video game horizon including the latest on "Link." More adventure and interactive role-playing challenge are coming your way soon!

Check out the blockbuster scores of *Nintendo Power* subscribers in "NES Achievers." Learn some new video game wizardry from the programmers and pros at Nintendo.

Nintendo Power magazine is packed with the kinds of super tips, tricks and features to keep your scores in overdrive. If your friends want to power up with their own *Nintendo Power* subscription, send them to page 106 of this issue. Then rev up your game scores with the power of The Source for NES players straight from the pros! *Nintendo Power* — it's all the power you need!

CONTENTS

FEATURES

BIONIC COMMANDO — 6.
Shatter the evil scientist's ambitions!

LIFE FORCE — 18.
Vic Viper takes off again!!

CASTLEVANIA II— SIMON'S QUEST — 24.
Get in on all the gory details.

SUPER MARIO BROS. 2 — 41.
Travel on in Mario's big dream adventure!

RENEGADE — 50.
Rid the streets of hoodlums and deadbeats.

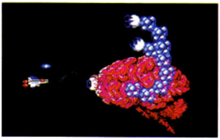
R.C. PRO-AM — 54.
Claim the Winner's Trophy!

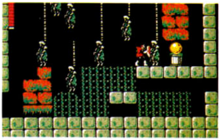
CLASSIFIED INFORMATION — 60.
Ultra-techniques to make you a Power Player!

HOWARD & NESTER — 63.
And now, The Amazing Nester!

COUNSELORS' CORNER — 64.
Solve your problems with the pros.

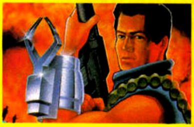
PLAYER'S CONTEST — 88.
THE PLAYER'S POLL — 91.
NEXT ISSUE/FROM THE EDITOR — 105.





NOW

- This map of Simon's Quest will lead you to your destiny.
- Poster artwork by Kaz Aizawa



1988 SEPT-OCT

NOW PLAYING

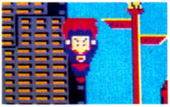
GOLGO 13 — 68.

The fate of the world is in your hands!

BLASTER MASTER — 74.

Can you save the world from evil Mutants?

WHEN YOU'VE TAKEN CARE OF BUSINESS, YOU MIGHT TRY THE BRANDENBURG GATE.



VIDEO SHORTS 78.

●XENOPHOBE ●SEICROSS ●SUPERMAN
●INDIANA JONES AND THE TEMPLE OF DOOM
●LEE TREVINO'S FIGHTING GOLF ●1943 ●JACKAL
●HUDSON'S ADVENTURE ISLAND●MAGMAX

THE CLASSICS 82.

●PAC-MAN ●JOUST ●MILLIPEDE ●DONKEY KONG/DONKEY KONG JR. ●GALAGA ●XEVIOUS

PAK WATCH — 85.

Here's a sneak peek into the future of NES Game Paks.

PLAYER'S FORUM

NES JOURNAL — 92.

Read all about the new NES Power Set, the new fall TV line-up, and much more!

MAIL BOX — 96.

Letters keep pouring in from coast-to-coast.

NES ACHIEVERS — 98.

Can you meet or beat these high scores?

VIDEO SPOTLIGHT — 100.

Take a look at these Power Player profiles!

TOP 30 — 102.

How do your favorites rank with other players, pros, and dealers?

U.S. STAFF

Publisher — M. Arakawa
Editor in Chief — Gail Tilden
Senior Editors — Pam Sather
Howard Phillips
Editors — Scott Pelland
Brian Ullrich
George Sinfield
Jeff Mahaffey
Randy Studdard
Lynn Griffes
Cover Design — Julie Backman
Cover Photography — Darrell Peterson
Poster Art — Kaz Aizawa
Copy Coordinator — Machiko Oehler
Editorial Consultants — Howard Lincoln
Peter Main
Phil Rogers
Juana Tingdale

JAPAN STAFF

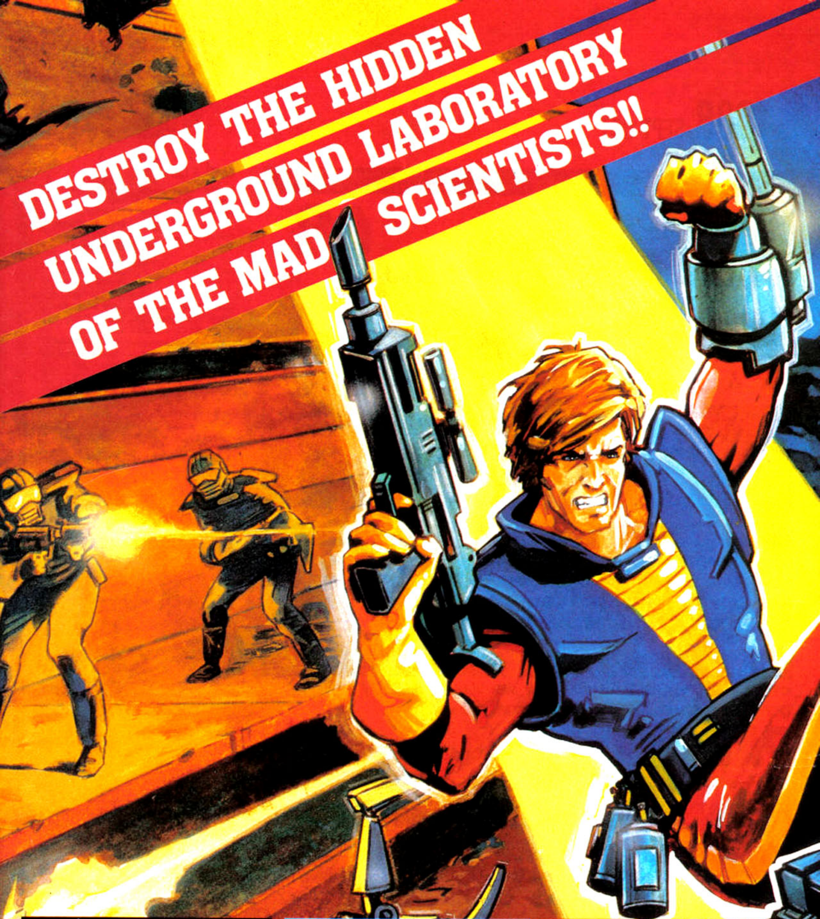
Publisher — Tatsumi Yamashita
Producer — Tsutomu Otsuka
Concept — Work House, Tokyo
Editor in Chief — Yukio Yamashita
Senior Editor — Ichiro Koike
Editors — Hiroyuki Kurano
Fisherman Orimo
Ani Orimo
Izumi Takada
Osamu Kasai
Leo Tsukamoto
Etsuko Kuwahara
Atsuko Matsumoto
Noriko Hasegawa
Desu Iwamoto
Shugi Shugi Jeff
Layout — Yukihiro Kinoshita
(JAY, Tokyo)
Goblin Takagi
Aloha Matsui
Hiroshi Ohashi
Minoru Watanabe
Emi Shirasaki
(M Studio, Tokyo)
Illustrators — Makikazu Oomori
Orange Nakamura
Shuji Imai
Takao Watanabe
Hideaki Ito
Masakazu Sato
Yoko Takahashi
Tomonori Suzuki
Daisuke Shigoto
Magician Sasaki

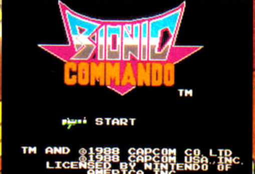
Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published bi-monthly, $21 per year in the U.S.A. only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

© 1988 by Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be printed in whole or in part, without express permission from Nintendo of America Inc., copyright owner. Printed in the U.S.A.

Color Separation by Dai Nippon Printing Co., Ltd.
NINTENDO IS A REGISTERED TRADEMARK OF NINTENDO OF AMERICA INC.

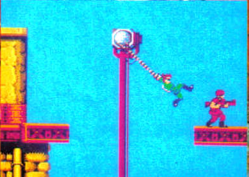
DESTROY THE HIDDEN UNDERGROUND LABORATORY OF THE MAD SCIENTISTS!!

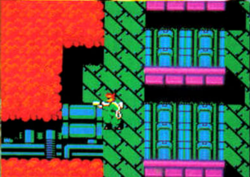



BIONIC
COMMANDO
TM

START

TM AND ©1988 CAPCOM CO.LTD
©1988 CAPCOM USA.,INC.
LICENSED BY NINTENDO OF
AMERICA INC.

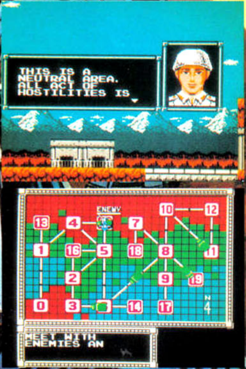




BIONIC COMMANDO™

A hero is imprisoned behind enemy lines!

Captured and held in a hidden fortress by the Imperial Army, Super Joe's situation seems desperate. Between him and any possibility of rescue lies an army of soldiers and paratroopers, an arsenal of weapons, and a maze of secrets. You are his only hope. Along the way you must collect information from soldiers who have penetrated the lines ahead of you. Weapons will be won or lost during combat, and choosing the right stage to attack might bring you closer to Super Joe, while choosing the wrong stage can mean the end! This then is your mission. Armed with a wire grappling device called Bionic Arm, you must go to a place from which no "mortal" has ever returned and discover the secret of a plot code named "Albatros."

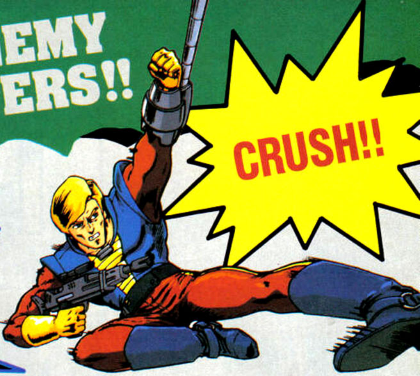


THIS IS A
NEUTRAL AREA.
ALL ACT OF
HOSTILITIES IS

MEET WITH
ENEMIES AN

TM Capcom U.S.A. Inc.

ENTER THE ENEMY HEADQUARTERS!!

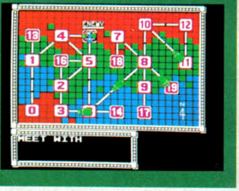


Essential to your mission is the mastery of the Bionic Arm—a strong wire that shoots out and attaches to walls or ledges with a grappling hook, allowing you to scale them or swing across chasms. Why? Because your bionics won't allow you to jump.

STRATEGIES TO FIGHT AND WIN

ENCOUNTER THE ENEMY!!

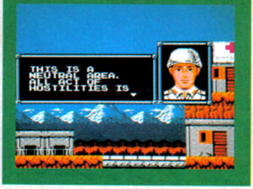
As your helicopter delivers you to one of the numbered battle scenes on the map, enemy trucks intent on intercepting you also kick into action. If your chopper and a truck meet at a number, then you must fight in that area.



MEET WITH

NEUTRAL AREA

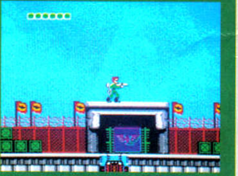
Certain numbered areas are considered neutral, but you may still have a tough fight ahead. Once you fire a shot it seems that everyone else joins in. Also, remember to enter each door as you come to it, because inside there may be vital information or weapons.



THIS IS A
NEUTRAL AREA.
ALL ACT OF
HOSTILITIES IS

ENEMY HQ

Ultimately, your mission is to stop the Albatros Plan at the end of Stage Twelve. Along the way you must gather information and weapons to survive.

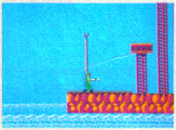


Here at enemy HQ you have almost completed your mission. Success is yours only if you destroy the evil Master-D.

CONTROL THE WIRE AND ADVANCE FURTHER!!

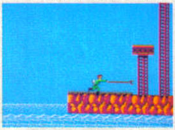
BASIC TECHNIQUES

OVERHEAD



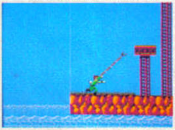
To climb using the Bionic Arm, push Up then press A. The grappling hook will plunge into the ceiling so you can climb up.

TO THE SIDE



Shoot your Bionic Arm either left or right by facing that direction then pushing A. It's a great way to collect items, too.

AT AN ANGLE

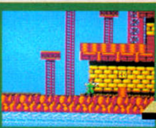


To fire your Bionic Arm at an angle, push A and don't touch your Control Pad. The Arm shoots out at a forty-five degree angle.

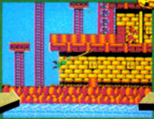
ADVANCED TECHNIQUES

SWING OVER

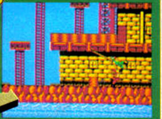
Vertical movement is possible only by using the Bionic Arm to climb and swing upwards.



Overcome obstacles by climbing over them.



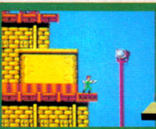
You're moving from left to right, shooting enemies and climbing.



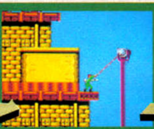
Keep fighting towards the right, but also look for doors.

SWING ACROSS

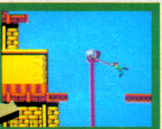
You've come to a wide chasm and the only way across is to swing over on the Bionic Arm.



Position yourself at the drop off with care. One slip could mean the end.



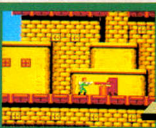
Aim your Bionic Arm at the tall lamp and shoot to attach it.



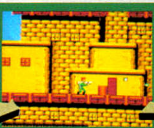
Press A and you'll swing out over the pit. Then tap Down to land safely.

BIONIC GRAB

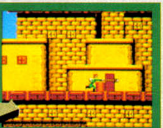
Claim items quickly after defeating an enemy. If you wait, the prize could be gone.



But if the enemy soldier looks like this...



Sometimes an item can be on the far side of an obstacle.



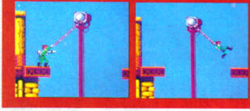
So use your Bionic Arm to reach out and pluck up the item.

YOUR MISSION TAKES YOU TO THE BATTLEFIELD!!

Your first objective is to find and secure a potent medicine that allows you to continue the game when your energy is nearly gone. Without this miracle formula, you only have one life to live. But medicine is not all you'll find. Inside various buildings you'll discover friendly agents who have classified information to share with you.

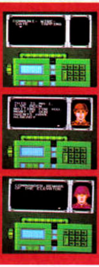
TACTICS 1

Since you can't jump, you must learn to use your Bionic Arm in many places if you are to succeed in your mission to locate and rescue Super Joe. At first, plan your moves. You will find that the Bionic Arm has a few limitations. For instance, it can't be used to climb down.



TACTICS 2

In the correspondence rooms of each stage, you contact fellow agents for important data, and you can also listen in on enemy communications by tapping in on their lines. Also, they might come after you for this.

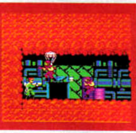


ENEMY BASE 1-INSIDE

Once inside, you'll find a subterranean world of shafts cut into the rock. Close by is an elevator to make your mission easier, but don't rely on it too much. Search the secret base for its vulnerable power core which you must destroy. Make sure you have picked up a message before you leave.

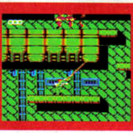
TACTICS 9

You'll have to pass through here and fight off a relentless army to reach the core of the base.



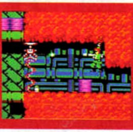
TACTICS 8

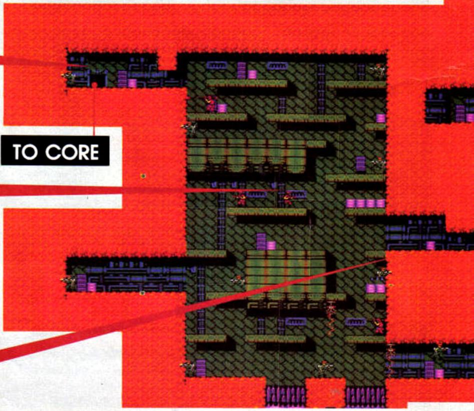
To cross this gap, shoot your Bionic Arm at an angle to the right, then swing across.



TACTICS 7

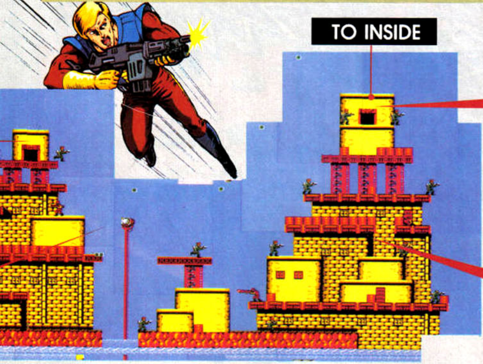
Shoot your grappling hook into the ceiling, climb up, then blast the electric barrier!





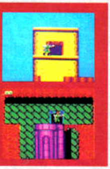
ENEMY BASE 1-OUTSIDE

In Level One you launch into your mission by scaling the walls of a desert fortress. Bounding upward, swinging by the thread of your Bionic Arm, you find two doors. Enter one and collect information. Only then can you enter the second door, which leads to a hidden base deep underground.



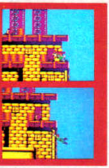
TACTICS 4

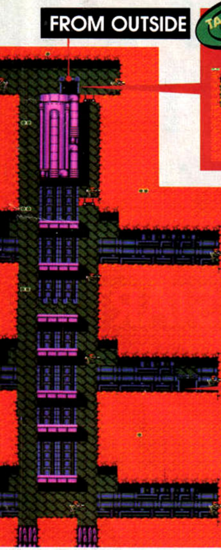
If you got the message, this door will open. Remember, you can only reach certain stages by completing previous stages, so look and go everywhere!



TACTICS 3

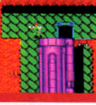
Go to the far right and attach your Bionic Arm to the ledge above. A soldier will come out firing, but you can swing up behind him, crouch and shoot.





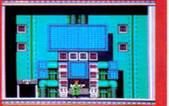
TACTICS 5

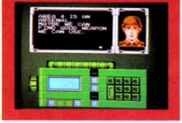
Drop quickly into the heart of the rocky maze using the elevator. Whatever you do, don't just jump down the shaft, because you'll find a nasty surprise below.



TACTICS 6

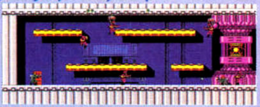
Here in the depths of the enemy base you will discover another message room and information vital to your mission.

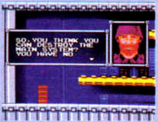




AREA 4 IS AN ARSENAL. MAYBE WE CAN FIND GOOD WEAPON WE CAN USE.

DESTROY THE CORE!

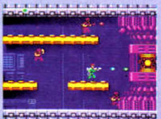




SO, YOU THINK YOU CAN DESTROY THE MAIN SYSTEM? YOU HAVE NO

Inside the core room, the battle heats up as soldiers attack in wave after wave.

You've got to be fast and smart, because now you're facing elite troops. The situation may seem desperate at first, but there is a way. Attack the core from the location shown in the photo and no one can hit you.

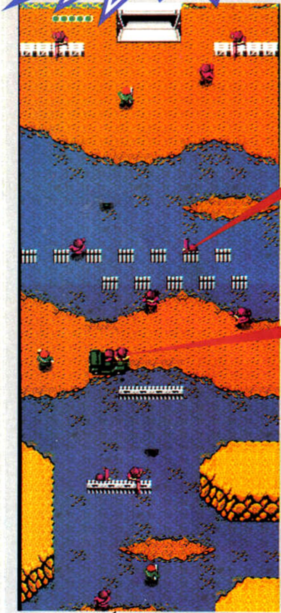


ENCOUNTER!!

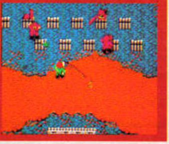
BEACHES

ENEMY
18
9
19

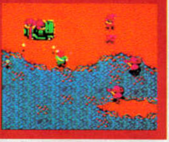
In this engagement you must storm the beach and head for the end bunker.



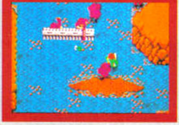
Swing your Bionic Arm like a mace and watch the enemy fall.



Collect more energy at the mark found here.

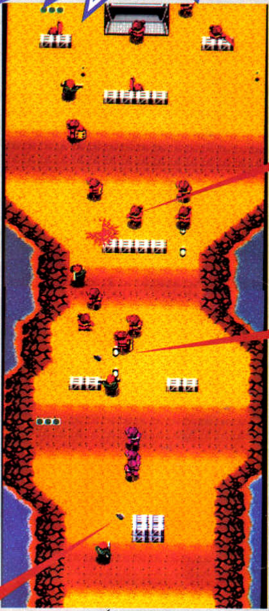


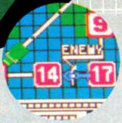
Keep a sharp lookout for grenades.



If you stay on your toes, this stage should not be too difficult. The attacking soldiers are slowed down by the sand, and your Bionic Arm—swinging about like a sickle through the grass—has a good long range to mow them down. But don't let the ease of this mission fool you. At stake here is the Eagle-shaped mark, which adds to your energy level like the bullets you get for defeating enemies.

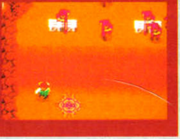
DESERTS



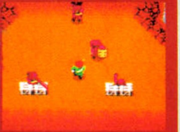


Back in the torturous desert, the mission continues and the enemy is fiercer than ever. Danger may appear in other forms, too, so beware of the cliffs!

An exploding grenade can seriously ruin your day, not to mention your face. Stand clear!



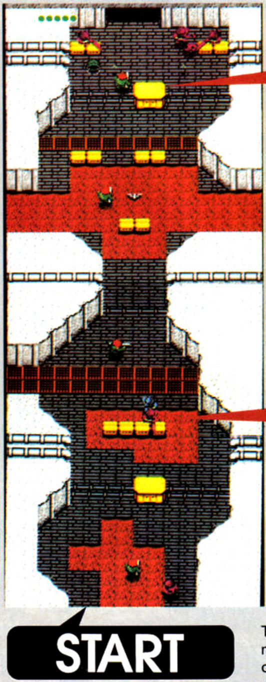
Once you have defeated the final enemy of a stage you will receive a CONTINUE.



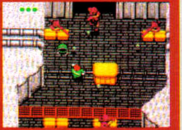
The CONTINUE is like having an extra life, and that just might make the difference on your mission.

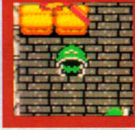
TUNNELS

On this stage you must enter an underground passage in search of a protective helmet that wards off bullets. Don't be surprised to find heavy opposition along the way.

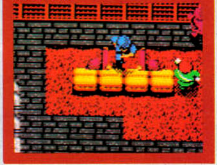


Use the helmet and other devices throughout the game. The helmet deflects three enemy bullets. Not bad.





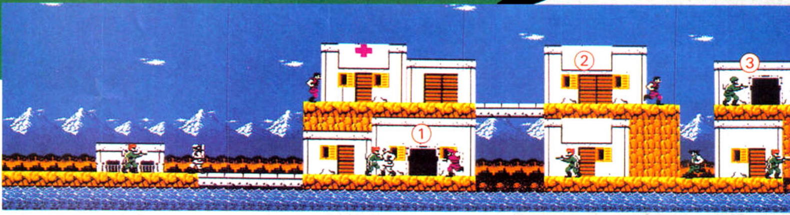
When you meet the commander of this stage, watch like a hawk for an attack opening.

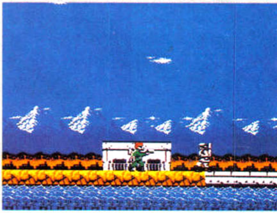


This is a special stage, but like many areas of the game you can only reach it if you have been somewhere else before. Be thorough in your search of every stage.

GET ITEMS AND MESSAGES

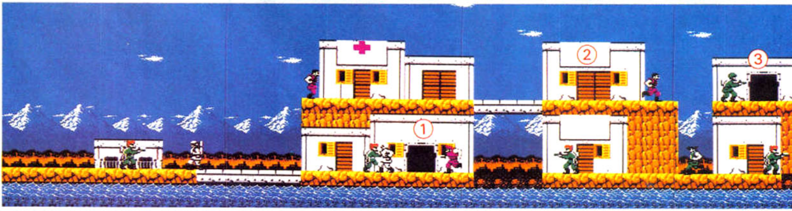
●NEUTRAL AREA 14



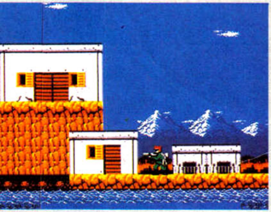


In Neutral Area Number Eighteen you will discover a valuable, rapid-fire automatic weapon. It's tricky to find though, because you only get it by talking to someone. There's something else, too, for this particular gun once belonged to Super Joe. That means you must be making progress.

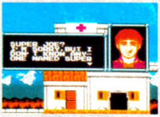
●NEUTRAL AREA 17



IN NEUTRAL AREAS!!

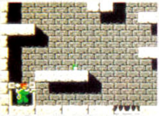


This is probably the first Neutral Area you will reach. But, although it's called "neutral," all is not quiet on this front. Paratroopers and infantrymen are determined to end your mission. And in the midst of all the crossfire you must find a flare gun to use in Stage Four.

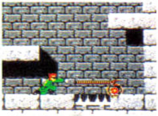


SUPER JOE?
I'M SORRY,BUT I
DON'T KNOW ANY-
ONE NAMED SUPER

1 Talk to agents for information that leads you to Joe.

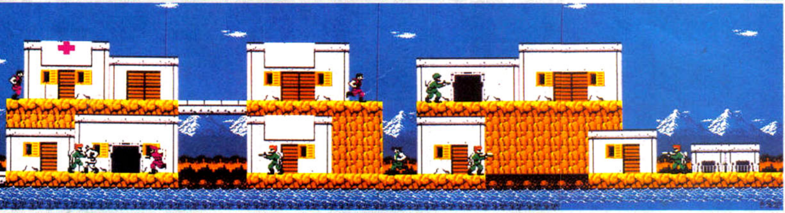


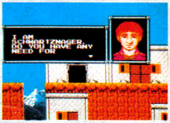
2 Only one bullet is in this room, not the flare gun that you need.



3 This is the flare. Use it to light up a dark place.

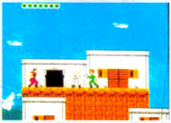
●NEUTRAL AREA 18



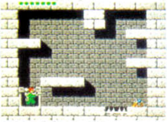


I AM
SCHWARTZNAGER.
DO YOU HAVE ANY
NEED FOR

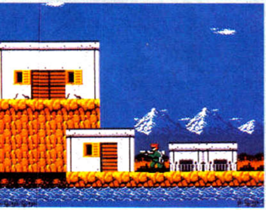
1 Which of the three Destroyers can give you what you need?



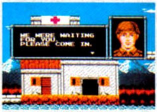
2 Ask and you shall receive. The only problem...who to ask, and what if they lie?



3 In one room the gun you find is a useless fake. For rapid-fire capability, keep looking.

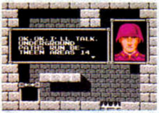


Poke your head into each door on this stage and try to speak to the people you meet. The information you gain can help you later on your mission as certain doors will open. In fact, without these messages you might not get the helmet when you need it.



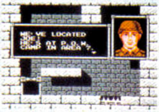
WE WERE WAITING
FOR YOU.
PLEASE COME IN.

1 He's been waiting for you. But is he hiding something?



OK,OK,I'LL TALK.
UNDERGROUND
PATHS RUN BE-
TWEEN AREAS 14

2 For information, ask the prisoner.

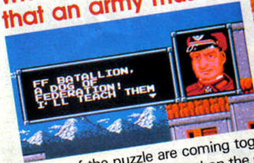


WE'VE LOCATED
JOE!
HE'S AT P.O.W.
CAMP IN AREA 7.

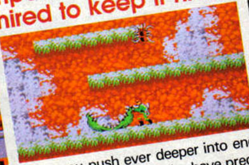
3 Listen closely to these people for clues to Joe.

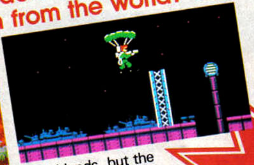
ALBATROS!

What plot can be so important, so secret, so deadly that an army must be hired to keep it hidden from the world?



FF BATALLION,
A DOG OF
FEDERATION!
I'LL TEACH THEM



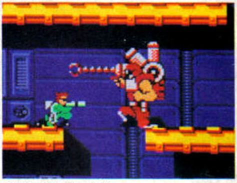


ZING

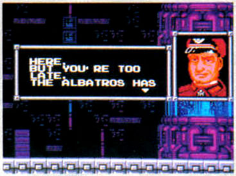
Pieces of the puzzle are coming together as you push ever deeper into enemy-held lands, but the answer is far more terrible than the sum of its parts. Agents who have preceded you leave mystery shrouded messages, refering to BADD's, MASTER-D, and the ALBATROS PLAN. Someone must think it's pretty important. They've hired an army equipped with fantastic weapons. Alien, man-eating plants have been grown in the paths where intruders lurk. Entire cities have been built to supply and support the mad effort...but is it mad, or is it simply too terrible to comprehend?

Who will triumph in the struggle?

Tantalizing tidbits of clues have brought you this far, leading you deeper into the unknown like scattered crumbs on a dark forest path. You have faced every enemy identified by your intelligence network, and some that no one could have suspected. And yet the worst is still to come. A powerful Cyborg general, more machine than man, and whose bionics tower above yours like a lion over a mouse, will challenge you somewhere along the way. And the evil mastermind of the ALBATROS PLAN waits for your arrival in his secret laboratory.



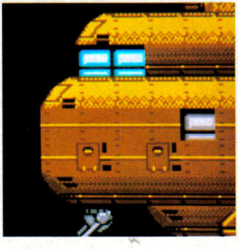
A Cyborg General



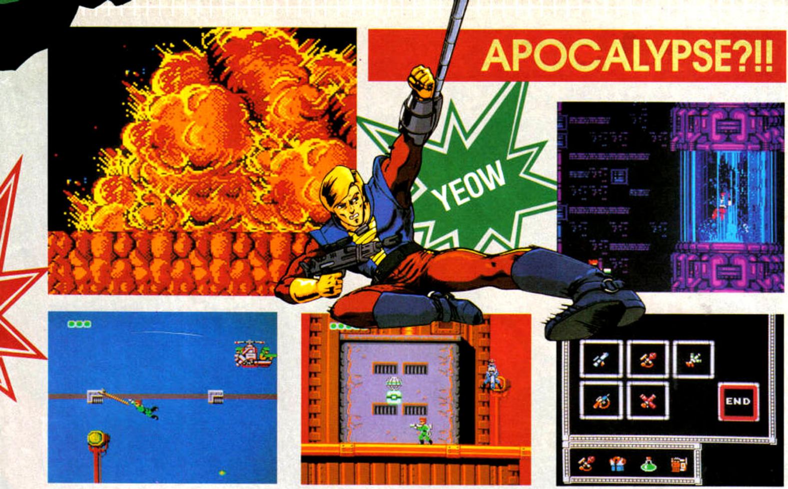
HERE,
BUT YOU'RE TOO
LATE.
THE ALBATROS HAS

Mad Mr. Killt

At this lonely stage, in the very heart of the enemy's stronghold, you must not expect any more help. Only you can now save the planet. But what are you saving the planet from? What is this dreadful weapon known only as ALBATROS? Can one man succeed where an entire invasion force has failed? Right up to the end the mystery continues to build, and the horror grows. To win, you must already have acquired a great variety of tools, weapons, and many clues; survived countless battles and mastered the intricacies of your Bionic Arm. The question is...will even this be enough?



APOCALYPSE?!!

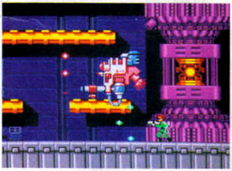


You can't run before you walk, and you can't swing like Tarzan on your Bionic Arm if you don't practice perfect sighting of the target, shooting the grappling hook, swinging and letting go so you land on solid ground. This control may be the biggest challenge.

During most of the game you will receive support from your comrades. Even though they can't pull you out of a fire fight, they can air drop secret items to you when you need them most. Whenever you see a parachute, make sure you check it out.

Weapons, tools, energy boosters, and communication devices passed to you behind enemy lines all play a part in your mission. But obtaining the item is only the first step. After that, you must determine what item will help most on what stage. Good luck.

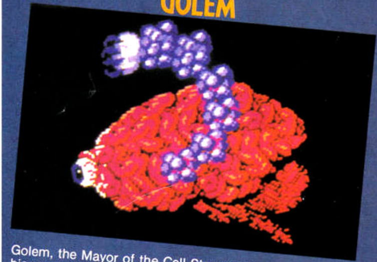
THE FINAL CONFLICT



"Bionic Commando" has the action of the finest arcade games combined with the mysteries of a superb adventure. Every moment counts, too, for a missed message can halt your progress as surely as a hailstorm of enemy bullets or a slip of your Bionic Arm. From the pros at Nintendo on down the line, everyone agrees...this game is hot!

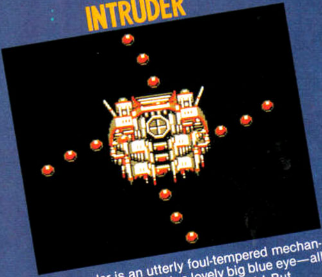
YOUR STARDRIVE ZIPS, YOUR LASER ZAPS, WHILE EVIL ZELOS MAKES HIS PLANS!

GOLEM



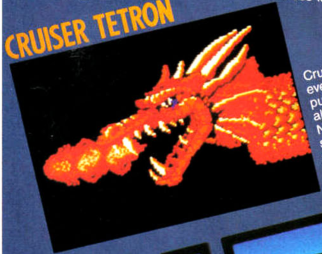
Golem, the Mayor of the Cell Stage, gained office for his reputation as a brain. In his case, looks are deceiving. He has all the wit and personality of a French fry. A thug through and through, Golem's only weakness is his bulging eye.

INTRUDER



The Intruder is an utterly foul-tempered mechanical space octopus with a lovely big blue eye—all the better to see and catch you with! But don't get uptight, just attack it from below and right in its baby blue.

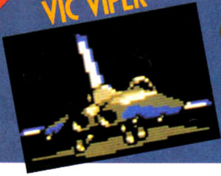
CRUISER TETRON



Cruiser Tetron hates everything. He hates puppies and flowers and most of all he hates pesky little starships. No sooner will he spot a moving speck among the stars than he swoops down upon it with blasts of his flaming breath, which the wise hero will avoid like the plague.

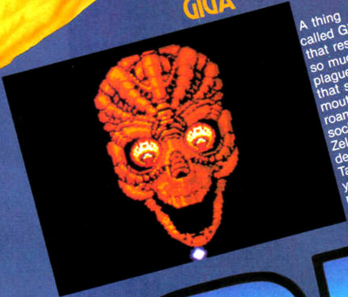
LIFE F

VIC VIPER



TM Konami Inc.

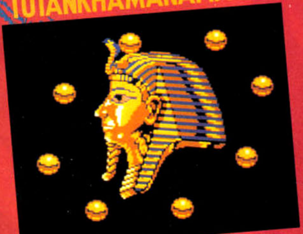
GIGA



A thing called Giga, that resembles nothing so much as a skull, will plague you with bullets that spew from its mouth and eyes that roam free from its sockets. This pal of Zelos could scare the devil out of a Tasmanian, but since you must attack, try the method nine out of ten dentists use, drill his mouth with laser shots...then rinse.

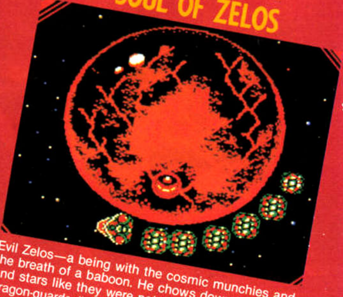
ORCE™

TUTANKHAMANATTACK



Tut (etc.) gets his jollies by beating up passing space adventurers. He doesn't fight fair, either, since he is protected by a rotating shield and armed with weird alien cloud-bullets.

THE HEART AND SOUL OF ZELOS



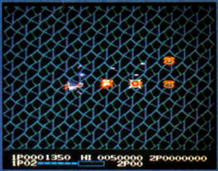
Evil Zelos—a being with the cosmic munchies and the breath of a baboon. He chows down on planets and stars like they were potato chips, while his dragon-guards dine on foolish heroes who fight against impossible odds for noble causes, such as decency, justice, and good table manners!

CELL STAGE

So, you're off to save the universe. Your first stop is inside a gigantic mutant space cell pulsing with dangerous antibodies and the dreaded Death Hands of Phenom. Please note that Wembley's Fifth Galactic Dictionary defines the word dread as: "the chilling sensation one feels upon meeting the Death Hands of Phenom."

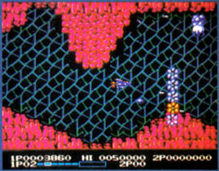
How to zap aliens and prosper.

POINT 1 Here come the scum, all lined up for a turkey shoot.


1P0001350 HI 0050000 2P0000000
1P02 2P00

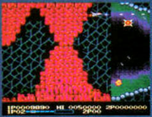
The Tablus form lines, then attack. A true space ace will zap them all.

POINT 2 Eat hot laser cookies, alien dweeb!


1P0003860 HI 0050000 2P0000000
1P02 2P00

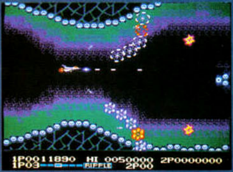
If the wall closes on you, kiss your retro-rockets goodbye.

POINT 3 Win points and influence space fiends!


1P0009890 HI 0050000 2P0000000
1P02 2P00

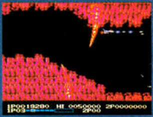
Having polished off the pair of Death Hands, proceed forward for your reward of 5000 points, richly deserved.

POINT 4 Two Death Hands, and one cosmic cowboy to zap them!


1P0011890 HI 0050000 2P0000000
1P03 RIPPLE 2P00

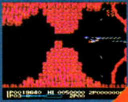
The enterprising star puppy will pick up the missiles early on for three-way attack capability. Launch your missiles from the perfect spot and both Death Hands will bite interstellar dust.

POINT 5 More goodies are hidden nearby for the keen of eye.


1P0019280 HI 0050000 2P0000000
1P03 2P00

Cleaning up this cell can have its rewards. For instance, once you've blasted the Sharpcrosser, you gain 5000 points.

POINT 6 Zip on through before the wall closes.

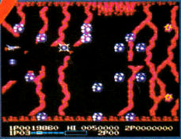

1P0019840 HI 0050000 2P000000
1P03 2P00

Don't get left behind!

POINT 7

Collect the 1-up in this web for an extra life.

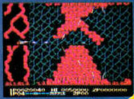
Use your cannons or laser to cut through the web to the prize.


1P0019860 HI 0050000 2P0000000
1P03 2P00

Steady as she goes, ace. The slightest bump will put you in a sticky situation.

POINT 8

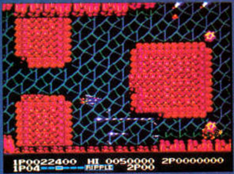
Hold your horses!



Wait for these cells to stop growing.

POINT 9

Take the high road or the low road, or make your own.

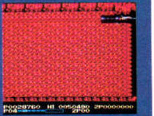


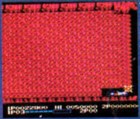
You can shoot your way straight through this chunk of mutated protoplasm, but more points await you below.

POINT 10

Choose either a 1-up or 5000 points.

The bonus points are waiting for you near the top of the wall to the right.

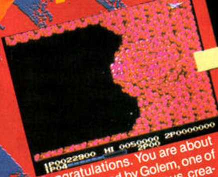




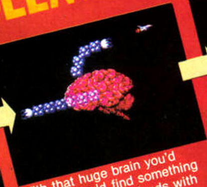
The 1-up is near the bottom of the screen.

FORCE

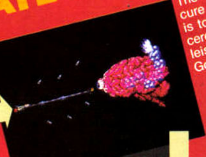
THE GOLEM STRATEGY

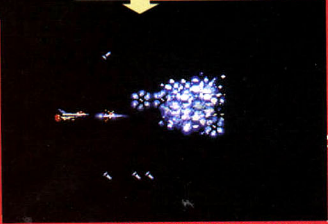


Congratulations. You are about to be devoured by Golem, one of the seven most hideous creatures in the known universe. Be patient and he will materialize from the wall.



With that huge brain you'd think he could find something better to busy his hands with than you.





The recommended cure for this headache is to circle the cerebellum at your leisure while zapping Golem in the eye.

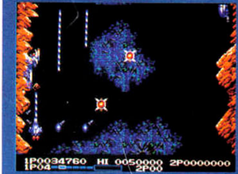
VOLCANIC STAGE

Rock and Roll isn't a hit here in Terror Zone II. All you'll find in this forsaken hole is Rock and Run. Volcanos spit out rocks while you run away, and the last thing you want is a hit! Every light-minute of your journey requires the utmost piloting skill, because you're really between a rock and a hard place this time.

The Road to Victory.

POINT 1

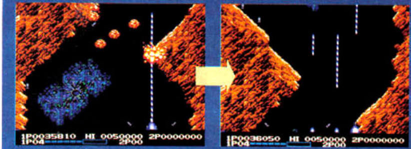
Blast the hatches!



From both sides Gremlins dart out. To end the attack, shoot the hatches.

POINT 2

Volcanos—one of the wonders of nature, and a pain for space adventurers. Too bad there's no off button, or is there...?

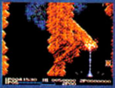


There should be a sign here that reads: Keep Right. If you do, you will earn 5000 bonus points.

Attack the erupting volcanos with all the firepower your Vic Viper can muster up.

POINT 3

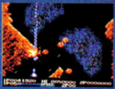
The Oriam Star Atlas recommends the right path.



On the road to Zelos, another volcano crops up in your way. Zap it as quickly as possible to escape.

POINT 4

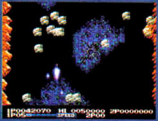
Now go after the volcano on the left!



After destroying the volcano on the right, attack the second mountain on the left.

POINT 5

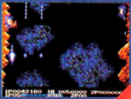
Rocks are falling like rain!



You're free of the volcanos, but not of the rocks. All you can do here is dodge.

POINT 6

Keep those hatches closed!

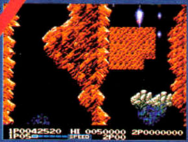


Block the Ug's attack.

POINT 7

Save your laser for enemies, not chunks of asteroids.

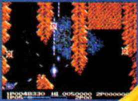
If you shoot an asteroid it will split up, spread out, and make your day a living nightmare.



Blast the wall then holster your lasers.

POINT 8

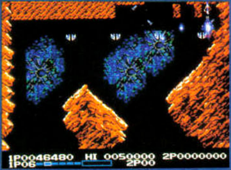
More bonus points!



Take the middle passageway for 5000 points.

POINT 9

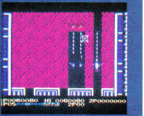
Find a third Bonus!



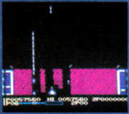
Look for capsules in the wall.

POINT 10

The nasty Intruder is just ahead, so take a 1-up or Bonus with you.



Go for the center right gate, destroy the wall and slip inside. Try different options and that 1-up will be yours.

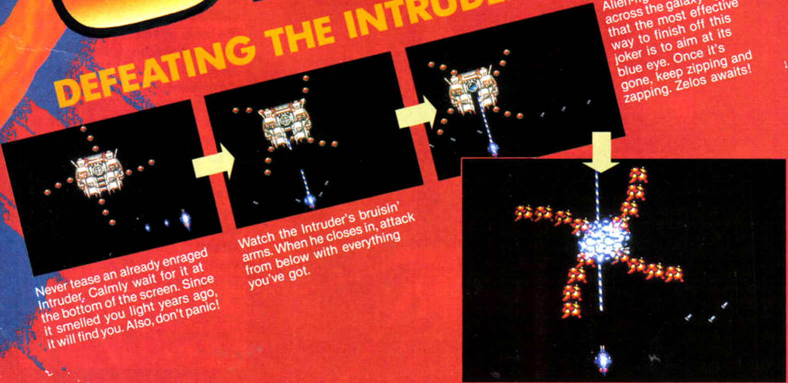


This time try the center left, follow the procedure for getting the 1-up, and you'll find 5000 points.

ORCE

DEFEATING THE INTRUDER

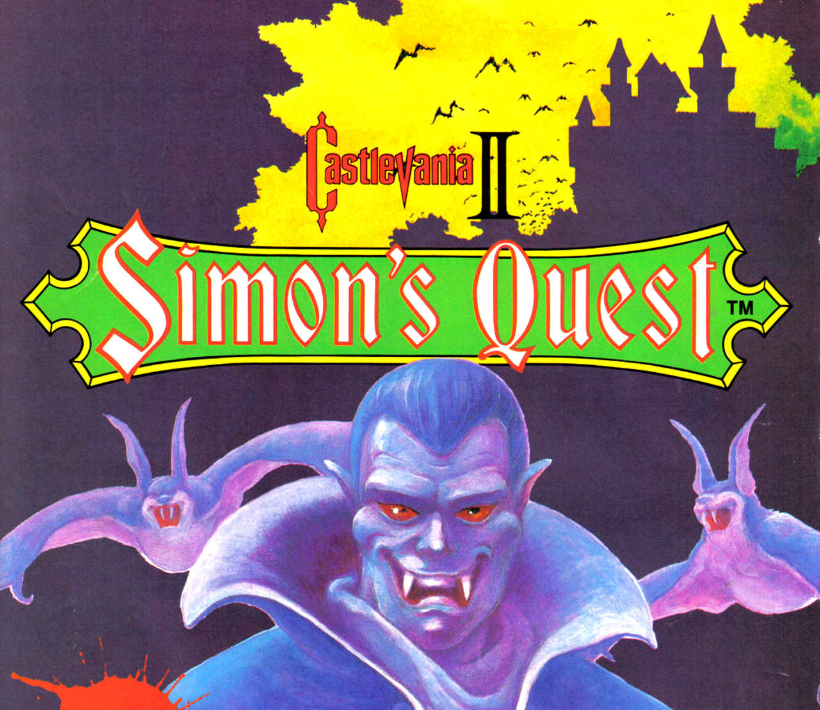
Alien-fighting heros across the galaxy agree that the most effective way to finish off this joker is to aim at its blue eye. Once it's gone, keep zipping and zapping. Zelos awaits!



Never tease an already enraged Intruder. Calmly wait for it at the bottom of the screen. Since it smelled you light years ago, it will find you. Also, don't panic!

Watch the Intruder's bruisin' arms. When he closes in, attack from below with everything you've got.

Castlevania II
Simon's Quest™



KONAMI

Castlevania II

Simon's Quest™

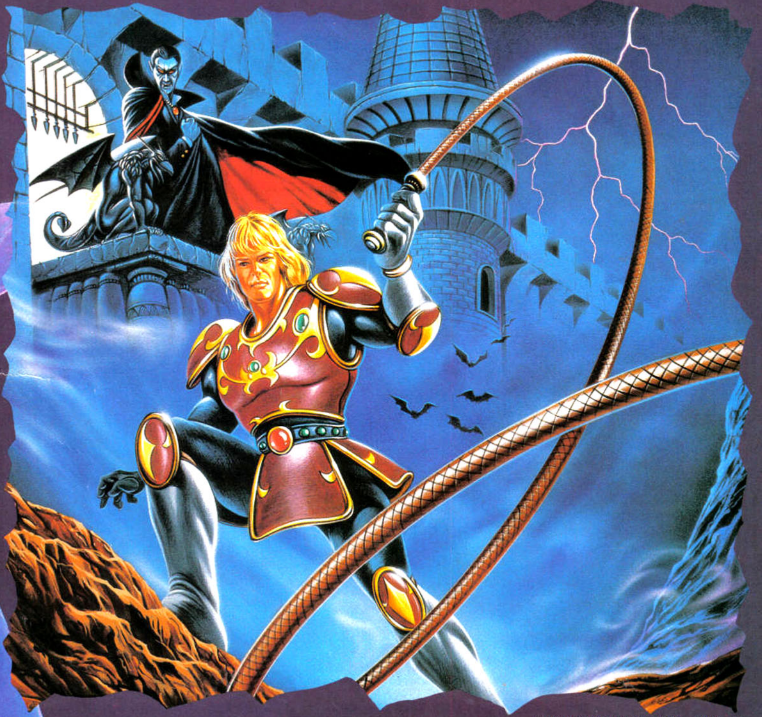
PUSH START KEY

TM AND © 1988
KONAMI INDUSTRY CO., LTD.
LICENSED BY
NINTENDO OF AMERICA INC.

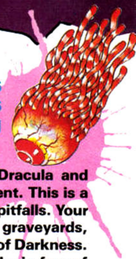
The mists of time part. An ancient evil gloom descends. And our hero, the brave and noble Simon, learns of a new and dangerous quest from a gentle Princess. "You have defeated Dracula, yet you carry his evil curse," she warns Simon. "Your only hope is to search out the five parts of Count Dracula, take them to his castle, and burn them!" Now, as Simon, you must take up this quest. As the Princess departs in a veil of mist, she offers words of hope. "Fear not, brave Simon, for if you have the courage to risk your life, you will find the strength to defeat the monster of Castlevania, Count Dracula, once again."

TM Konami Inc.

UNDAUNTED BY THE PERILS AHEAD, YOU STEEL YOURSELF FOR THE QUEST. ARE YOU CLEVER ENOUGH TO UNVEIL THE DARKEST SECRETS? STRONG ENOUGH TO BATTLE DEMONIC FOES IN A LAND PRIMEVAL?



Castlevania II
Simon's Quest

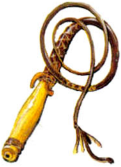


The only way to find the Count's gruesome parts is to use your brain as well as your bravado in this exciting role-playing quest.

You have braved the terrors of the evil Count Dracula and emerged the victor once, but don't be overconfident. This is a whole new contest—full of fiendish surprises and pitfalls. Your search takes you through haunted mansions, eerie graveyards, magical forests and towns terrorized by the Prince of Darkness. The local folk may help you with clues, but all quake in fear of the wrath of Dracula so beware of false advice.

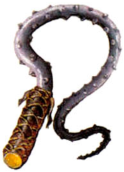
You must master five different whips to survive.

● Leather Whip



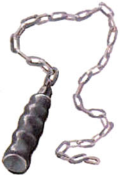
You are armed with this at the outset.

● Thorn Whip



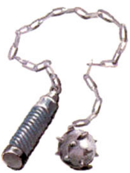
Buy this powerful weapon as soon as you can.

● Chain Whip



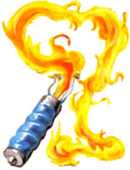
Wield this for an even stronger attack.

● Morning Star



This whip has a long reach and a mighty bite.

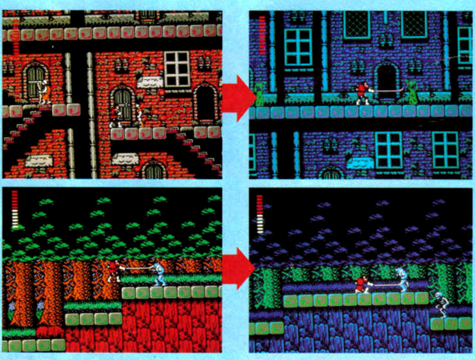
● Flame Whip



Use magic to add flaming power to Morning Star.

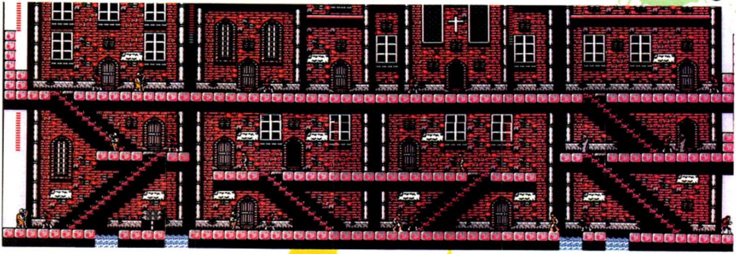
Search by day and into the dark hours of night.

In Simon's Quest, you must face the demons of night as well as those you battle by the light of day. And they are vastly different! Use the bright daytime hours to shed light on your quest with clues from the many villagers you encounter. Don't believe everything you hear because a few pranksters lurk about. Be sure to purchase weapons during the day, for you'll need them to do battle at night. As the sun sets, the local folk take shelter, and the Prince of Darkness summons the creatures that nightmares are made of. You may recognize them from a daytime encounter. Don't be fooled! At night, they are far more wily and powerful!



Journey from the town of Jova

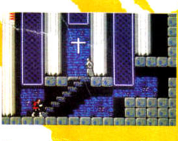
Your tale of adventure begins in the little town of Jova. If you charge off to find the parts of Dracula without talking to the people here first, your efforts will be fruitless. Be sure to collect as many hearts as you can. You'll need them to buy invaluable weapons. But hearts are not easy to come by. You must earn them with courage and skill as you do battle with Dracula's legions.



BELASCO MARSH

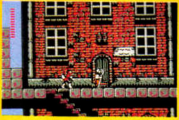
Gain clues thru villagers.

You must be alert to everything the townsfolk say if you hope to succeed in your quest for the gruesome parts of Dracula. Without help, you are finished. If you run out of energy, take refuge in the Church. It will replenish your strength and bolster your courage.



These old folks are each wise with their own story to tell. Listen well.

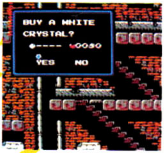
Do tell, young lad.



JOVA WOODS

Buy the White Crystal!

The White Crystal is your first step towards attaining magic power. Purchase the White Crystal before you set out on your quest. You'll have to spend all of your hearts to do it.



BUY A WHITE
CRYSTAL?
●----- ♥0050
YES NO

Buy Holy Water and Whip.

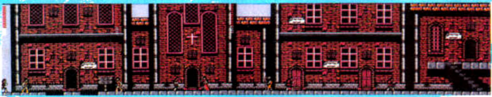
Zombies walk the villages by night, but fear not brave Simon. This is your first big chance to do battle and claim your prize—invaluable hearts! The Thorn Whip and Holy Water will soon be within your grasp.

Journey from the village to the right towards the enchanted Jova Woods. Beware of the Belasco Marsh on your left. You must gain great power before you dare its many perils.

Castlevania II
Simon's Quest
TM

From the little hamlet of Jova, you must wind your way to the Jova Woods, across the South Bridge and through the Veros Woods. As you meet and overpower enemies in the course of your journey, your might will greatly increase. You will need this extra strength for the Mansion of Berkeley lies ahead, and no one has ever returned to tell the tale of what lies in this dreaded place.

The Town of Veros



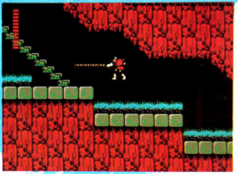
← VEROS WOODS

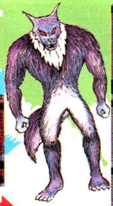
ALJIBA WOODS →

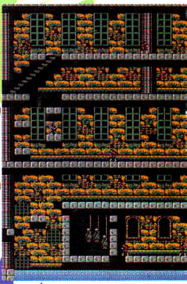
Linger in the town of Veros long enough to gain any helpful knowledge. Spend your hearts well on the precious items you will find hidden here. The Mansion is your goal. Do you need a moment's rest in the Church to replenish your strength?

The Chain Whip is yours for a price!

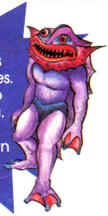
The power of the Chain Whip will be yours if you can pay the purchase price of 150 hearts. You will soon learn that the price is small compared to the great value of this mighty weapon.



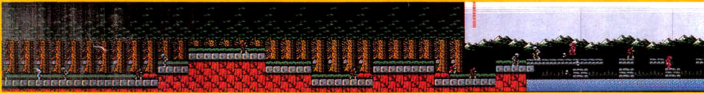




The Mansion of Berkeley harbors gruesome enemies. Here rests the rib bone of Dracula. Claim it! Then return to the town of Veros to learn new wisdom.



← TOWN OF JOVA

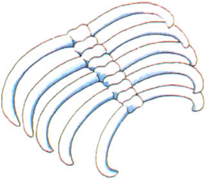


JOVA WOODS

Your first encounter with Dracula's dark army is in battle with the fanged and hairy Wolf Man. His bark and bite are equally repulsive. Keep him at bay with your whip. If he gets close enough to jump you, you're finished.

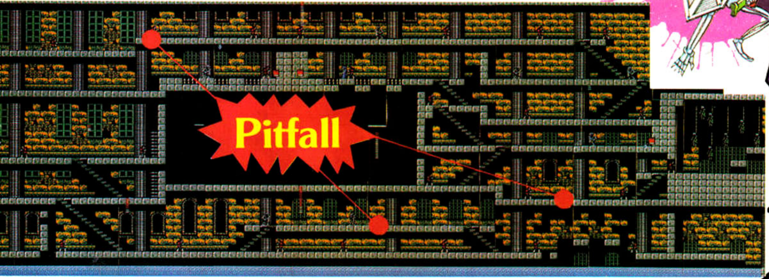
SOUTH BRIDGE

Fish Men spring from the dark pools spitting balls of castle stone from their mouths. Crouch low and use your whip.



The Mansion of Berkeley

There are five mansions scattered about the land. This one was built by Dracula's less imaginative workers, so it is not too difficult to find your way. But beware of the darkest corners! It is told that past heroes have been trapped forever and gone mad in their futile attempts to escape!

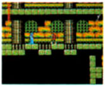


Three clues are hidden here.

Villagers in the town of Jova have told of priceless clues that are hidden in the depths of this mansion. You must search out the truth in the far reaches and dank hiding places of the mansion. If you make haste and miss a hiding place, you shall sorely regret it later.

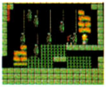
Get the Oak Stake.

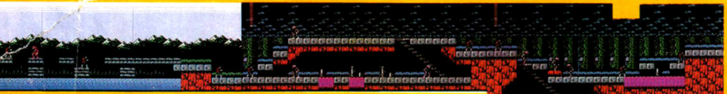
The Oak Stake is the only way to stop the ancient evil of Count Dracula. Pay what you must, for its power will aid you in your search for the Count's missing parts.



Claim the Rib Bone!

You will soon come to a special room. At its right edge lies a glowing ball. Drive your Oak Stake into the ball. You will attain the Rib Bone of Count Dracula!





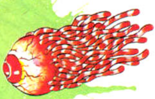
Have no fear, brave Simon. These fiendish Fish Men will soon return to the dank pools from which they leaped. If you feel strong enough, let them feel the sting of your lash, and claim precious Hearts.

VEROS WOODS

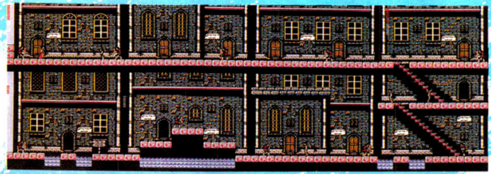
Ahead you must decide between two roads. First, do battle with those evil ones trying to stop you. Now take the road to the Mansion of Berkeley or to the town of Veros.

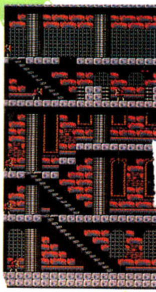
Castlevania II
Simon's Quest
TM

You have attained great wisdom on your journey both to and from the Mansion of Berkeley. But the true meaning of the information you fought for cannot be fully realized unless you travel now to the town of Aljiba. Enroute, stop at the Yuba Lake. If you do something special here at lakeside, a secret underground passage will appear!



The Town of Aljiba





ALJIBA WOODS **CAMILLA CEMETERY**

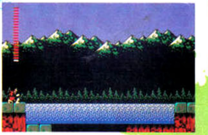
In the town of Aljiba, you will gain information of the utmost importance to your quest. Attend carefully to what the townsfolk say. Offer to trade your White Crystal for a Blue Crystal. The blue magic will be the key to your conquest of the Berkeley Mansion.

Get the Laurel no matter what!

Claim the Laurel as your own. It has the power to make you invincible. If you have hearts to spare, also purchase the Garlic.

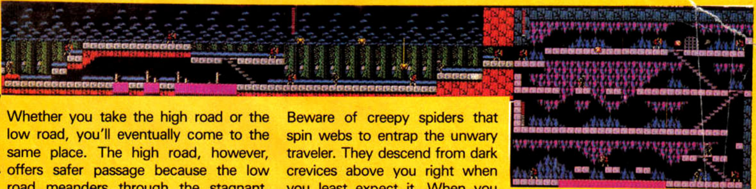
Conjure up the Crystal magic!

Friends can be found in the small town of Jova. Search them out. You will know them by what takes place when you reveal to them your White Crystal.



Hi! Ho! You didn't expect a secret passage!

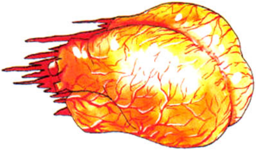
BERKELEY MANSION **DENIS WOODS** **DABI'S PATH**



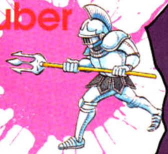
Whether you take the high road or the low road, you'll eventually come to the same place. The high road, however, offers safer passage because the low road meanders through the stagnant, murky waters of a poisonous swamp.

Beware of creepy spiders that spin webs to entrap the unwary traveler. They descend from dark crevices above you right when you least expect it. When you see them coming, make haste!

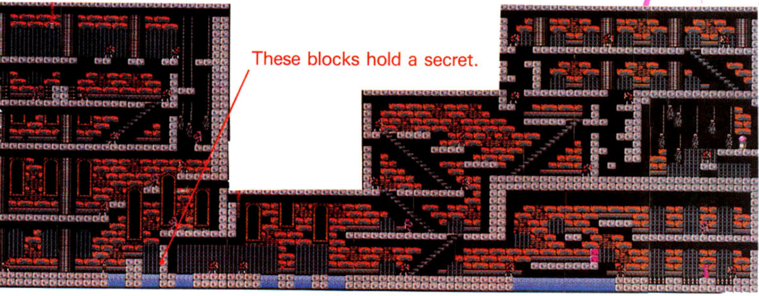
TOWN OF VEROS



The Mansion of Lauber



The Mansion of Lauber appears to have only two very large and cavernous rooms. The one on the left is easily entered, but it holds nothing of value. To gain access to the one on the right, gather your courage and leap towards the lower center blocks.

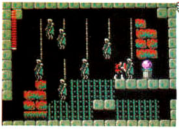


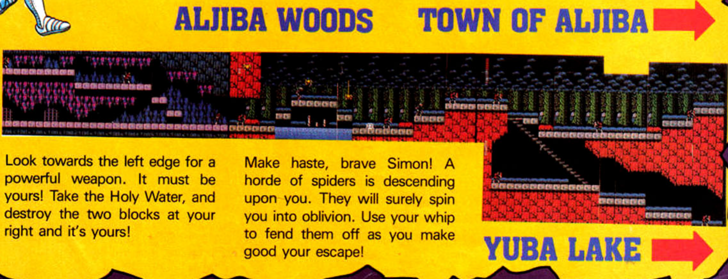
2 places hold secret clues.

Search out the lowest, dankest passage of the mansion. One clue can be found along its right edge. Then look along the right edge of the topmost passage for the second sacred clue.

Dracula's Heart is within reach!

If you don't have the Oak Stake, all will be lost. You must remember to purchase it from the old crone. Now seek out the Count's gory heart hidden inside the room in the middle of the right edge.



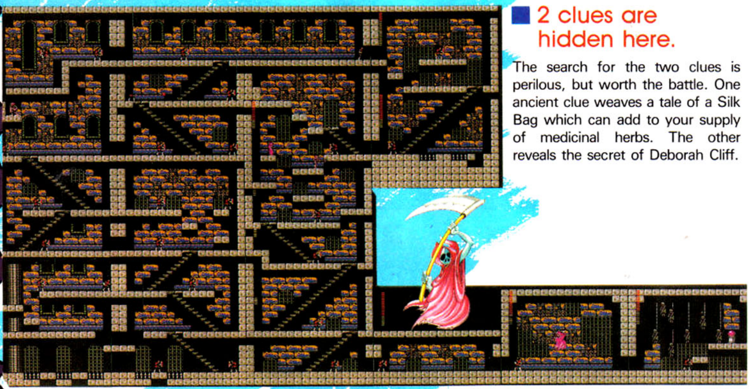


Look towards the left edge for a powerful weapon. It must be yours! Take the Holy Water, and destroy the two blocks at your right and it's yours!

Make haste, brave Simon! A horde of spiders is descending upon you. They will surely spin you into oblivion. Use your whip to fend them off as you make good your escape!

Castlevania II
Simon's Quest
TM

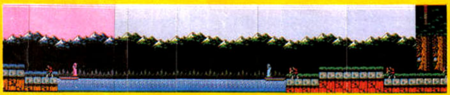
Your valiant quest now leads you to Brahm's Mansion. But before you can cross its dangerous threshold, you must once again return to the town of Jova. From there, embark on your venture at the left end of town. The road ahead is fraught with peril. The poisonous waters and stinking vapors of the dreaded Belasco Marsh plus the wide expanse of the Dead River lie between you and your next goal.



2 clues are hidden here.

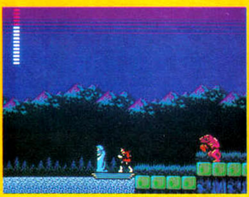
The search for the two clues is perilous, but worth the battle. One ancient clue weaves a tale of a Silk Bag which can add to your supply of medicinal herbs. The other reveals the secret of Deborah Cliff.

DEAD RIVER



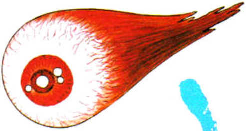
BRAHM'S MANSION

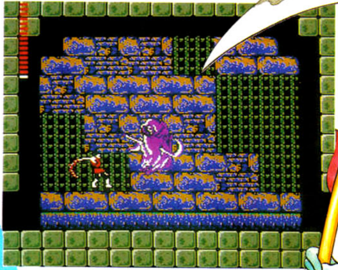
Hold your ground when you see the dreaded Fish Men spring from the dank waters of the river. One wrong move, and you could end up in the abysmal depths as fish food.



Board the ferry at the first opportunity. The ferryman can be trusted. Be sure to talk with him for he knows much. If you hold Dracula's heart and then talk with the ferryman he will ferry you to Brahm's Mansion.

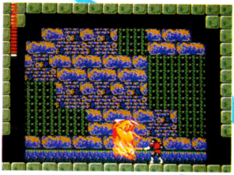
Brahm's Mansion





The powerful Grim Reaper approaches.

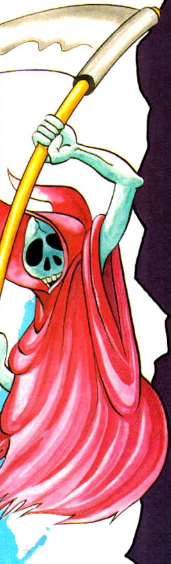
Your best plan is to wait for the Grim Reaper to approach from above as you stave off the attacks of other enemies. As he closes in, strike again and again wielding your whip with lightning speed. Hold steadfastly to your attack, and he won't be able to move which will give you the time you need to win.



You must be patient and wait for just the right moment.

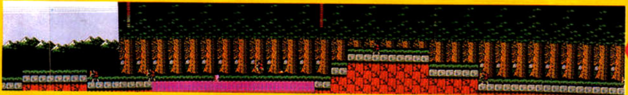
Beat Grim Reaper for the Golden Knife.

He who grasps the Golden Knife wields immense power. Take up the Golden Knife, and use it to fight your way to your next goal: the glowing ball in the room to the far right. Raise your Oak Stake and drive it downward into the ball. You will attain a great reward—the eyeball of Count Dracula!



The task of destroying the curse is far from over. More secrets and magic items have yet to be won.

BELASCO MARSH

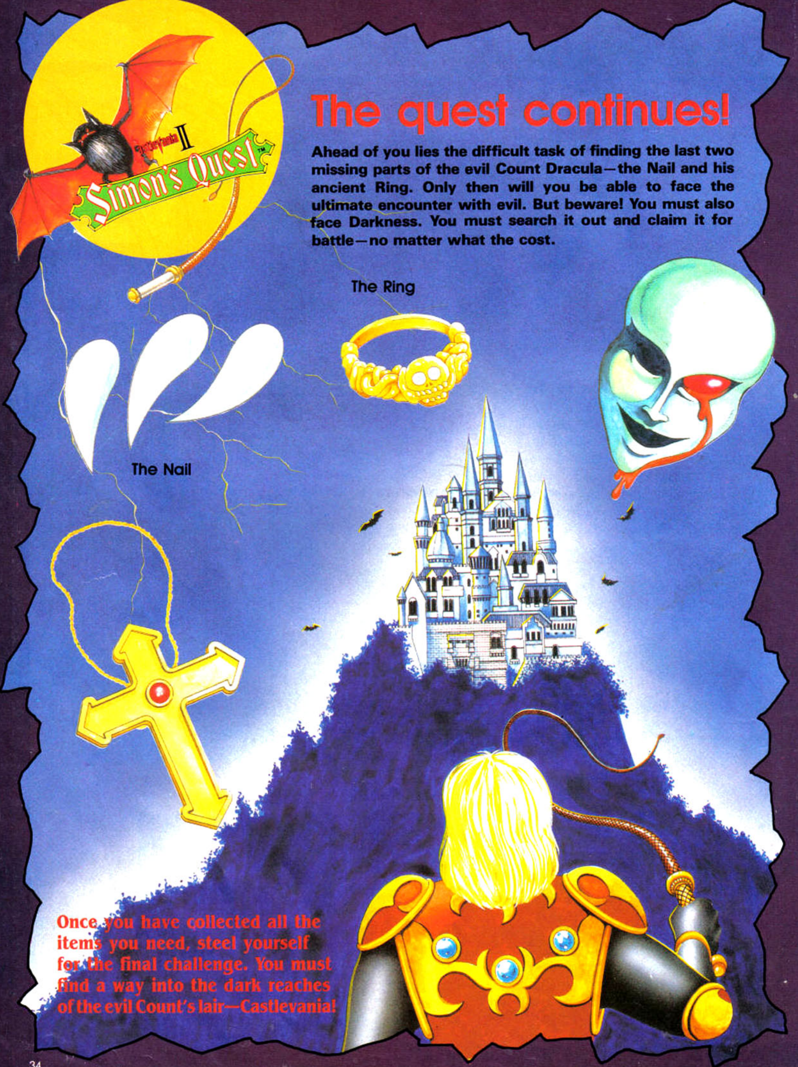


TOWN OF JOVA

To cross the vaporous swamp of poison you must hold on to Dracula's rib bone and leap. It would also bode well to use the Laurel you purchased from that friendly merchant in the last town.

The quest continues!

Ahead of you lies the difficult task of finding the last two missing parts of the evil Count Dracula—the Nail and his ancient Ring. Only then will you be able to face the ultimate encounter with evil. But beware! You must also face Darkness. You must search it out and claim it for battle—no matter what the cost.



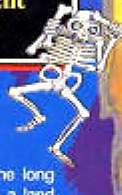
Once you have collected all the items you need, steel yourself for the final challenge. You must find a way into the dark reaches of the evil Count's lair—Castlevania!

Castlevania II

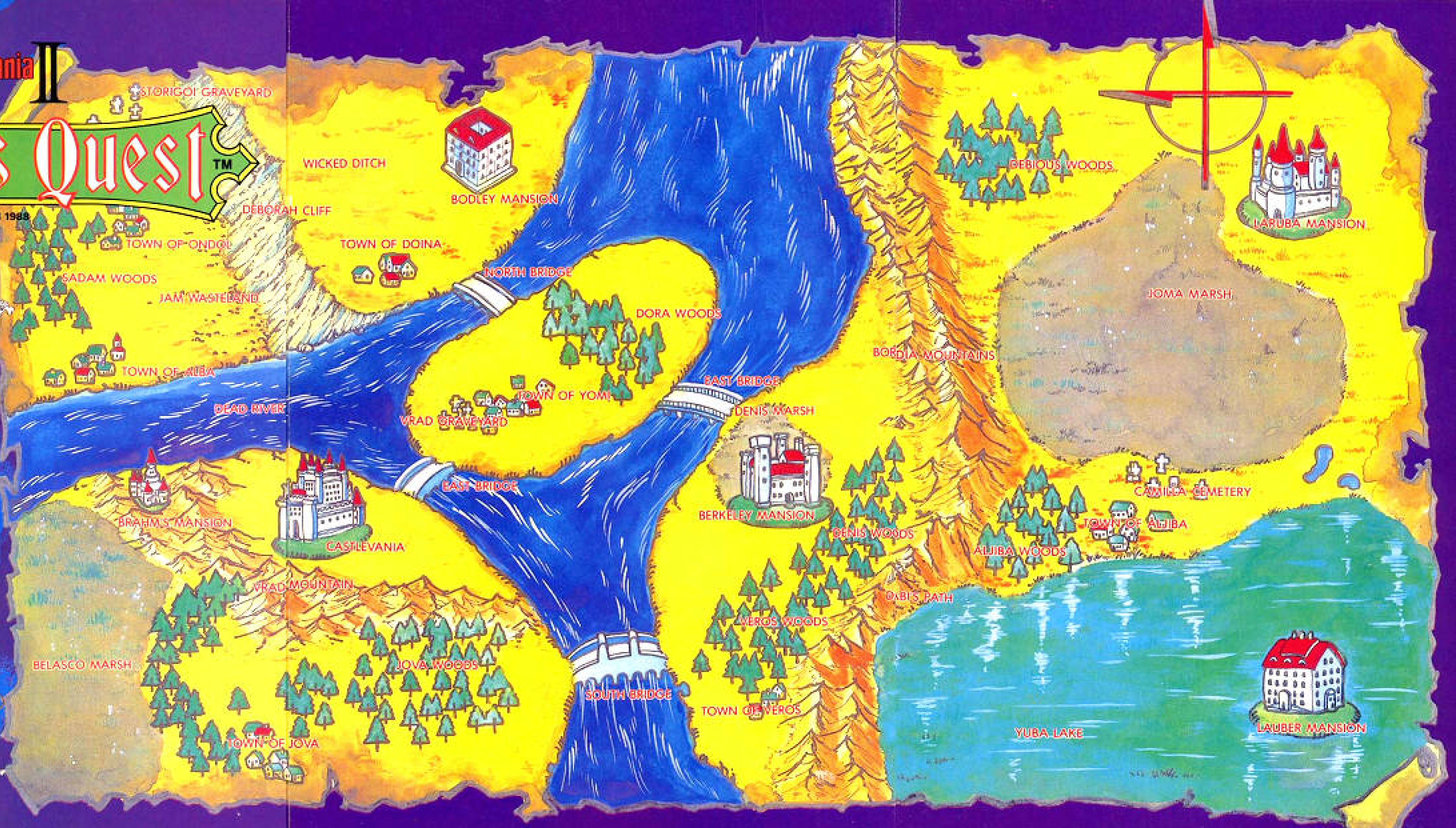
Simon's Quest™

© KONAMI 1988

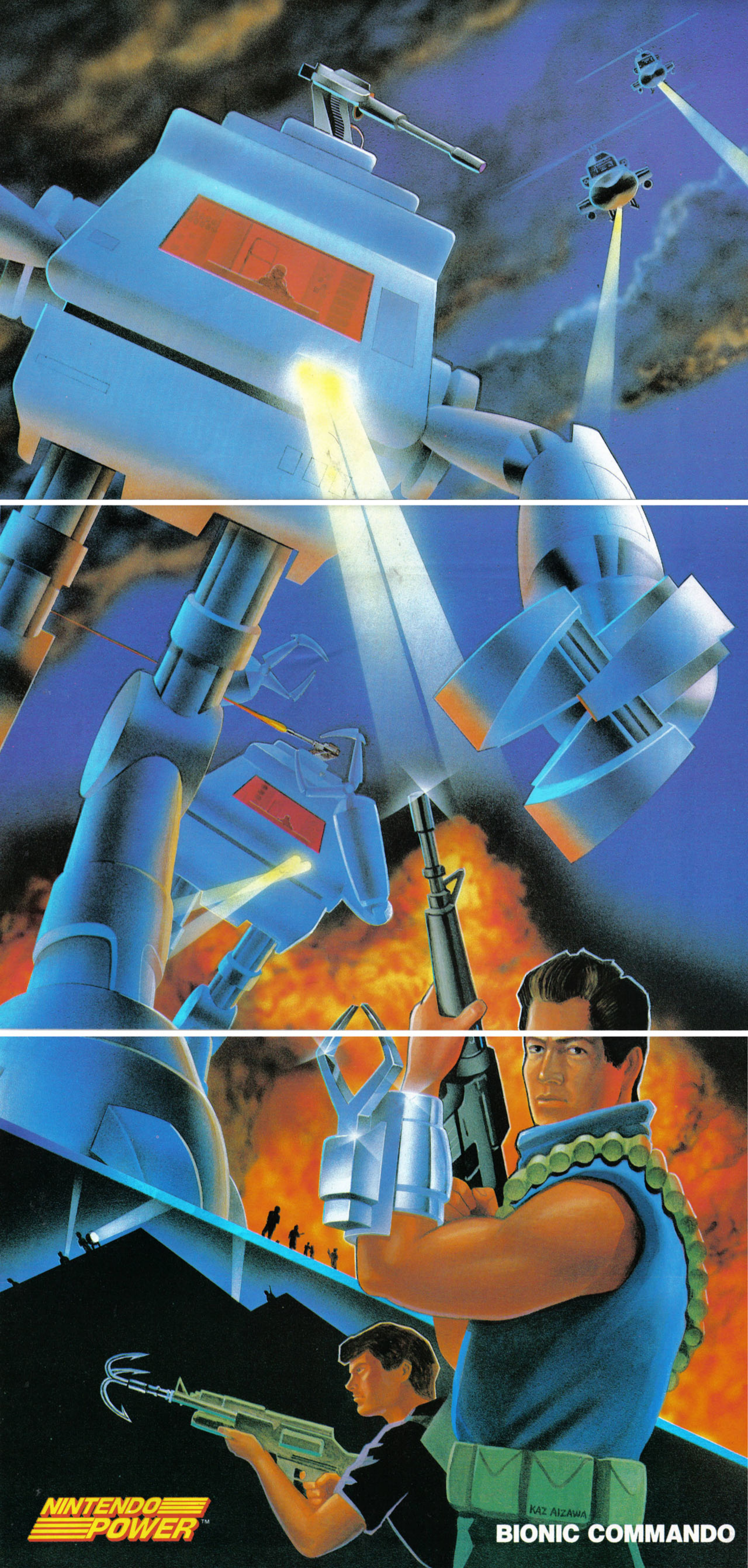
A map of an ancient land—Transylvania



The village folk tell of a time long ago when Transylvania was a land of tranquil beauty. There were no maps in those days. People were happy to go anywhere whim took them. But then the dark times descended with the arrival of the evil Count Dracula. The land changed to a place of poison, distrust and dread. Maps were made to help villagers avoid the places of greatest evil—the Count's five mansions as well as other places of danger and despair. Use the map well for victory on your quest as Simon Belmont. If you are victorious, peace will return, and maps will be needed no longer. Fight the noble fight, Simon!


STORIGOI GRAVEYARD
WICKED DITCH
BODLEY MANSION
DEBORAH CLIFF
TOWN OF ONDOL
TOWN OF DOINA
SADAM WOODS
JAM WASTELAND
NORTH BRIDGE
DORA WOODS
TOWN OF ALBA
TOWN OF YOMI
EAST BRIDGE
DEAD RIVER
VRAD GRAVEYARD
DENIS MARSH
EAST BRIDGE
BRAHM'S MANSION
CASTLEVANIA
BERKELEY MANSION
DENIS WOODS
VRAD MOUNTAIN
VEROS WOODS
BELASCO MARSH
JOVA WOODS
SOUTH BRIDGE
TOWN OF VEROS
TOWN OF JOVA
DEBIOUS WOODS
LARUBA MANSION
JOMA MARSH
BORDIA MOUNTAINS
CAMILLA CEMETERY
TOWN OF ALJIBA
ALJIBA WOODS
DABI'S PATH
YUBA LAKE
LAUBER MANSION

Castlevania II
Simon's Quest


NINTENDO POWER
KAZ AIZAWA

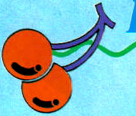
BIONIC COMMANDO

SUPER MARIO BROS. 2™

WELCOME TO THE WORLD OF DREAMS.....

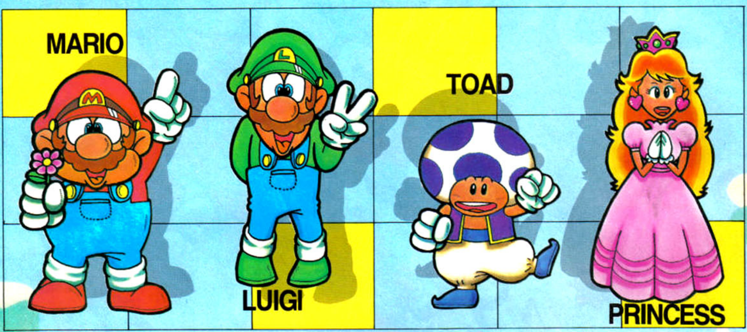
Have you made it through the mischief and mayhem of World 2-3? Get ready for more madcap madness with pointers from the pros at Nintendo on Worlds 3-1 to 3-3.

TM Nintendo of America Inc.



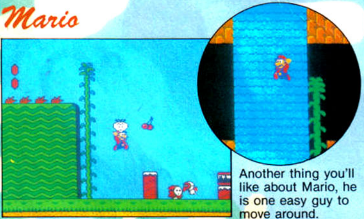
PICK YOUR FAVORITE PRA

The fearless four are yours to choose from. Which one is the best in a pinch? Well, it all depends on where you are and what you're up against.



It takes special tricks to get around the weird worlds of Sub-Con. If you study the individual moves of Mario and his rascally friends, you'll have a chance.

Mario

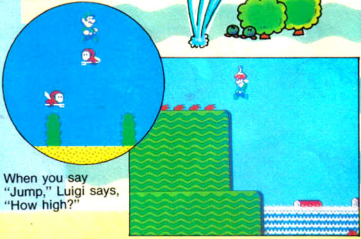


Another thing you'll like about Mario, he is one easy guy to move around.

Why not start the game play with an old friend—your good buddy Mario. Of course, his three sidekicks have some pretty high-tech tricks. But you can count on Mario to cover all the classic basics—plus a few ace moves that may come in very handy.

Luigi

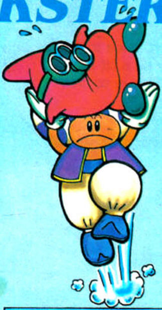
You'll really get a jump on the action when you play with Luigi. This character has springs for legs. But watch out because he can make you jumpy, too. Sometimes he gets out of control and jumps too high or too far for his own good—or yours! It takes a lot of skill to stay a jump ahead of him.



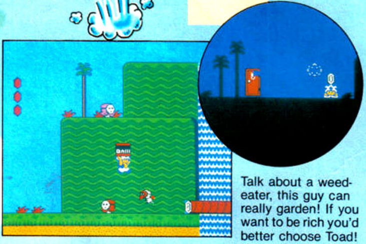
When you say "Jump," Luigi says, "How high?"

NKSTER

Toad

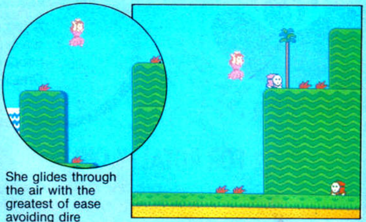


He may look like a pipsqueak, but Toad is powerpacked and ready for action. Pile enemies on his back. Stack vegetables on his head, and this little guy will still play to win. And when he's loaded down, "varooooooom!" He moves like a Maserati—but fast! Try him for coin collection. You'll see he's got a heart of gold.



Talk about a weed-eater, this guy can really garden! If you want to be rich you'd better choose Toad!

Princess

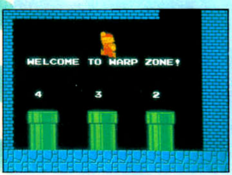


She glides through the air with the greatest of ease avoiding dire obstacles just like a breeze.

The fair Princess Toadstool has come back strong in the sequel as a major partner in adventure. Now's the time to put her talents to the test. And are they awesome! Would you believe she can walk on air?

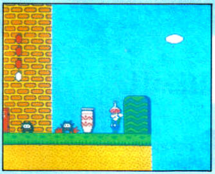
Magic shortcut: The Warp Zone!

If you like to warp your way to new worlds and untold adventures, here you go! Super Mario Bros. 2 is riddled with secret warp zones. We'll give you a few hints from the insiders at Nintendo. But you'll have the fun of finding most of these magical shortcuts for yourself!

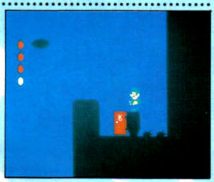


WELCOME TO WARP ZONE!

In World 1-3, you'll want to have Magic Potion in hand as you arrive at the scene shown here. Now toss the Potion down next to the Jar, and step inside the door. Look for another Jar. Are you ready for warp speed? If you are, hop inside the Jar.



Toss the Potion down here and step inside the door.



Once you have entered Sub-Space, hop inside the Jar.

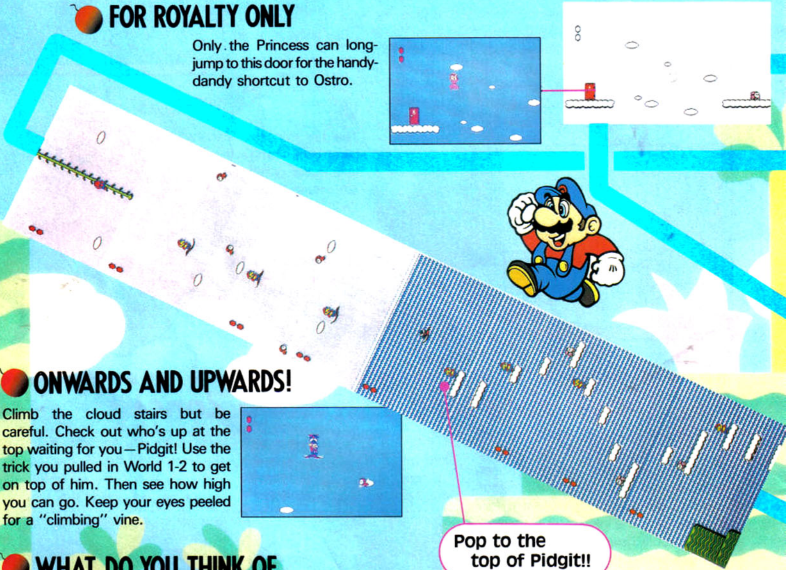
Each World has a Jar that opens the way to a wondrous warp zone. The trick, of course, is to find which Jar!

NEED A LIFT?

A big waterfall is no problem if you hitch a ride to the top on a handy cloud passing by. It may be a bit tricky hopping on board the cloud, of course. Stay in control. One wrong step and you're in the drink.

FOR ROYALTY ONLY

Only the Princess can long-jump to this door for the handy-dandy shortcut to Ostro.

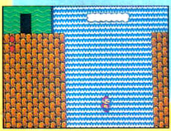


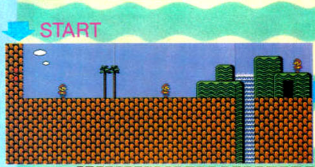
ONWARDS AND UPWARDS!

Climb the cloud stairs but be careful. Check out who's up at the top waiting for you—Pidgit! Use the trick you pulled in World 1-2 to get on top of him. Then see how high you can go. Keep your eyes peeled for a "climbing" vine.

WHAT DO YOU THINK OF GOING DOWN THE WATERFALL BEFORE YOU GO UP?

This may sound crazy at first, but wait! Before you go up the cloud stairs, try going down the falls. It takes a lot of control to drop right into the center and make a perfect swan dive to the island at the bottom. But if you make it, you'll find a secret entrance to the island, a whole bunch of vegetables and...

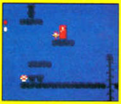




SECRET HINT ①
Start off with a leap over a small waterfall. Then head into the entrance.

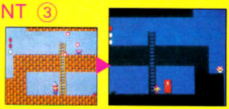
SECRET HINT ②

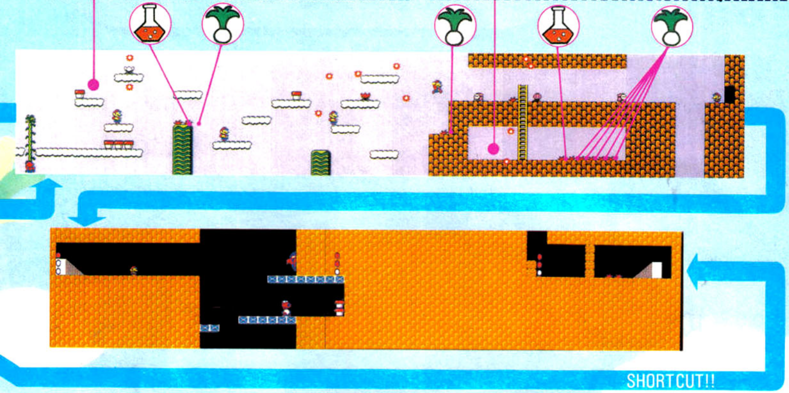
See the Potion on top of the right pole? Grab it and bring it with you! Find a Mushroom by entering Sub-Space.



SECRET HINT ③

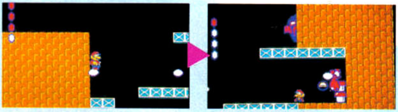
Stand one step to the left of the ladder then toss your Potion.

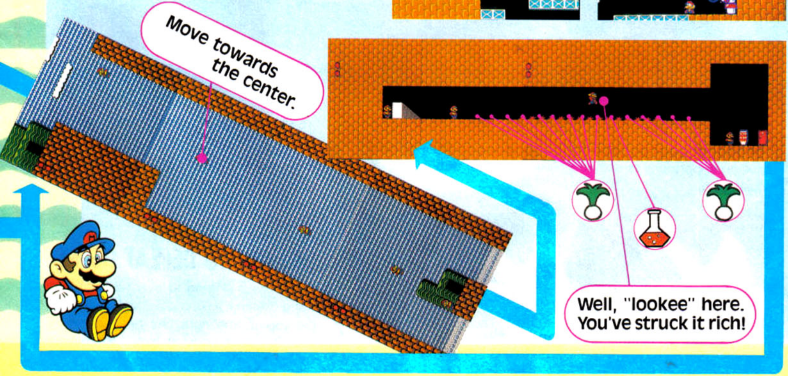




DEFEAT OSTRO

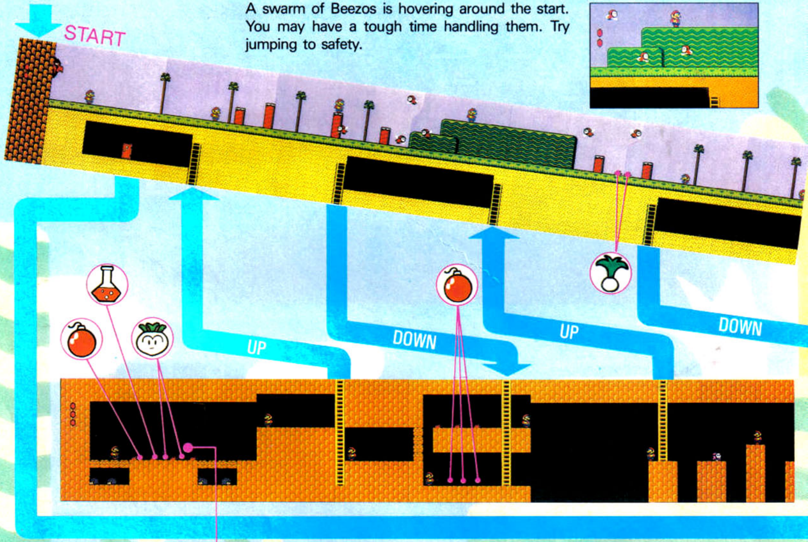
You can tell that Ostro is tired when he spits out three eggs in a row. When you see the third egg fly, move fast! He's just taking a breather.




Move towards the center.
Well, "lookee" here. You've struck it rich!

DOWN TO SUB-CON

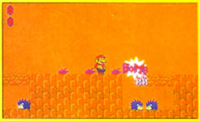
You'll need strong legs in this terrain because you'll be running up and down a lot of ladders as you go from the surface down to the second floor of the underground and back again and again. Blast your way through walls that stop your forward progress.



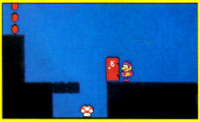
A swarm of Beezos is hovering around the start. You may have a tough time handling them. Try jumping to safety.

SECRET HINT②

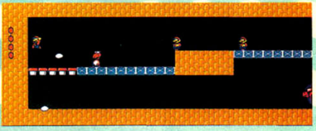
Pull a power move and blast the bridge on your right. Then you'll have an opportunity to use your Potion to enter Sub-Space for a Mushroom.



Be sure to destroy the two blocks on your right.



Hey! What's in that hole? A Mushroom!



HOW TO DEFEAT OSTRO

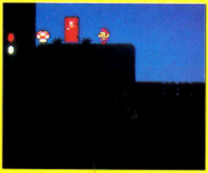
This is your chance to play hardball with Ostro. Catch his eggs, then hightail it along the top to the right. As he approaches you, lob your eggs at him. Watch your timing.

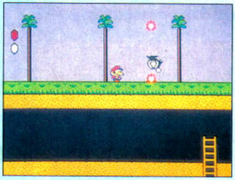
Smack in the middle of the above ground scene you'll encounter the hot-headed Panser. This guy can do big damage. He spits fireballs. In this case, fight fire with vegetables.

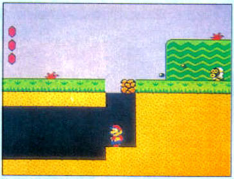
If you destroy this block, you'll have the exciting opportunity to go underground. There are bombs to your left which should help do the trick. And don't miss your chance to grab the Mushroom.

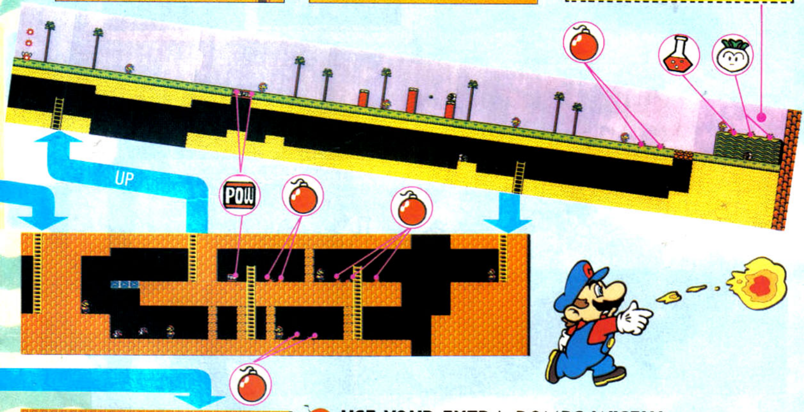
SECRET HINT①

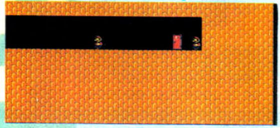
Be sure to get this Mushroom so you'll be all set for whatever lies ahead. You can find it by pulling up the Potion hidden on the far right and entering Sub-Space.





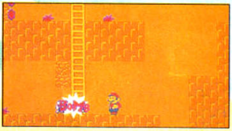


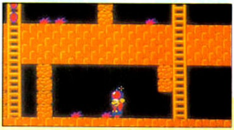


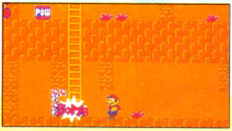


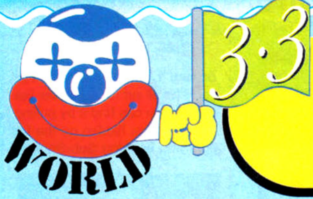
USE YOUR EXTRA BOMBS WISELY

Make every blast count as you bomb your way to your goal. First, climb the ladder and grab the bomb to your left. Then jump down and demolish the first wall. Now head back up the ladder and get the bomb on the right. Leap down and blast the second block. Then one after another bomb the blocks until nothing stands in your path.



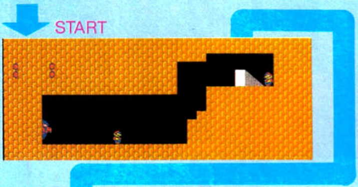






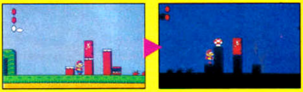
HUH?

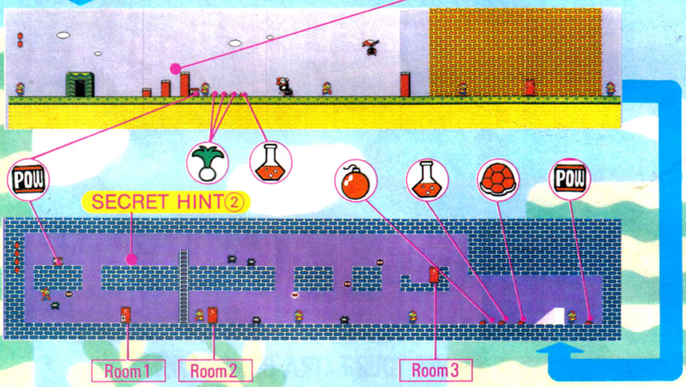
There are three doors—count 'em. Which one should you pick? And this is no TV quiz show. There is bad news behind them for those afraid of heights. It pays to watch the way the enemy is moving. Then launch into action.



SECRET HINT①

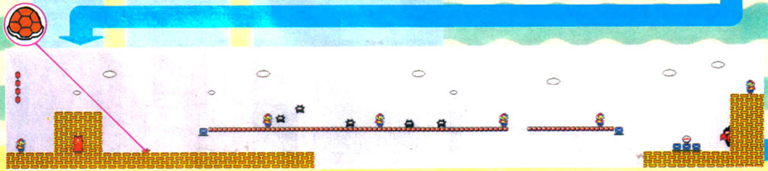
Start off right by grabbing the Mushroom from the top of the third pole.

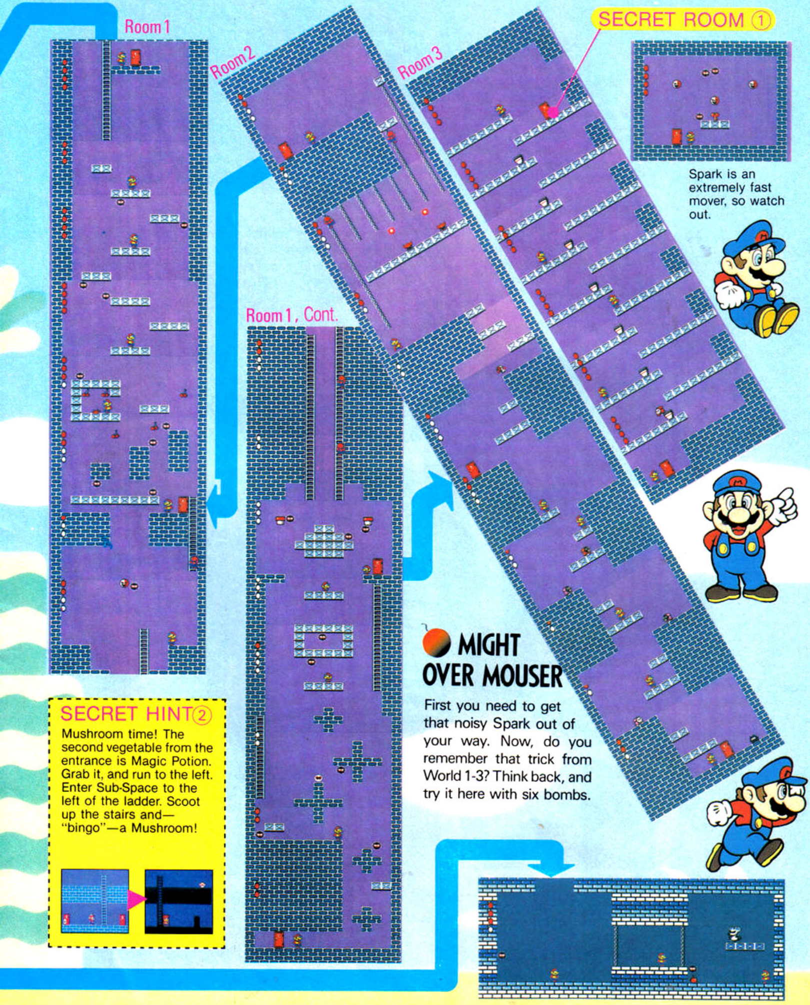




DON'T AIM AT DEAD CENTER.

The center door has a dead end. The door on the left is locked. Now the door on the far right has potential. There's a key! Get to the top floor and take the key. Now try using it to unlock the door on the left. It works! Now step inside.





Spark is an extremely fast mover, so watch out.

MIGHT OVER MOUSER

First you need to get that noisy Spark out of your way. Now, do you remember that trick from World 1-3? Think back, and try it here with six bombs.

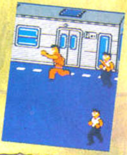
SECRET HINT②

Mushroom time! The second vegetable from the entrance is Magic Potion. Grab it, and run to the left. Enter Sub-Space to the left of the ladder. Scoot up the stairs and—"bingo"—a Mushroom!

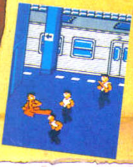
RENEGAD

RENEGADE
1PLAYER GAME
2PLAYER GAME
PLAYER1 LEVEL-1
PLAYER2 LEVEL-1

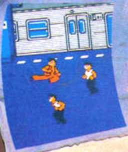
You aren't looking for trouble, but boy did you find it! Downtown at 2 a.m. you're surrounded by local toughs looking for a quick score. You hate to ruin their fun, but enough is enough. It's time to put these punks in their place—face down!



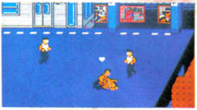
Running Punch—Press the Control Pad twice in the direction you want to run, then throw a devastating punch.



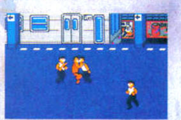
Jump Kick—Press both buttons to leave a boot print on your enemy's forehead.



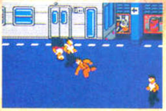
Running Jump Kick—Jump Kick while running and knock down your opponent.



Sit-on Punch—Knock down a thug, then sit on him by pressing down on the Control Pad, and let him have it.



Kneeing your enemy—Stun him, get close, then press the A or B button.

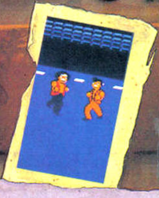


Shoulder Throw—Toss a bad guy into his buddies.

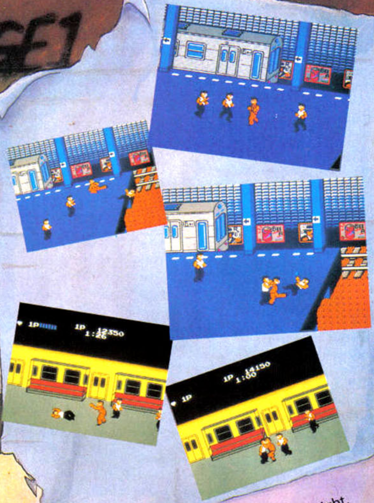
TM of Taito America Corporation

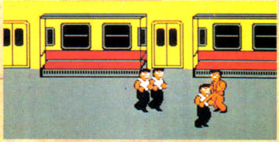
TM

STAGE1

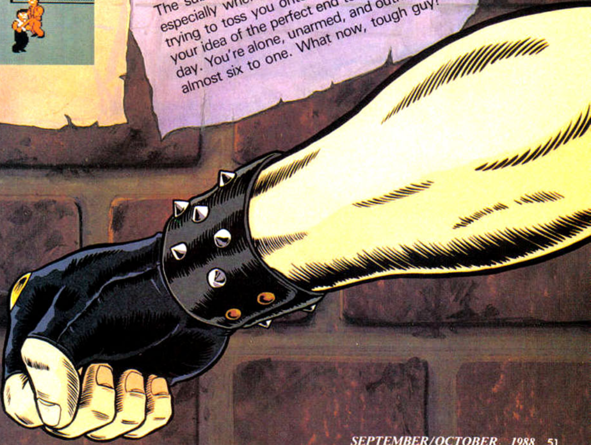


"What do you want with me?" you ask. You are answered with a right cross that crunches your jaw. Oh well, guess you'll just have to pound it out of him.

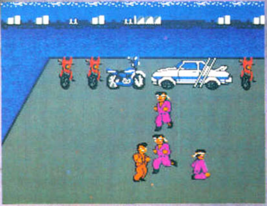




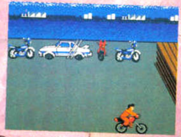
The subway can be dangerous late at night, especially when a gang of ruthless thugs are trying to toss you onto the tracks! This is not your idea of the perfect end to an already long day. You're alone, unarmed, and outnumbered almost six to one. What now, tough guy?



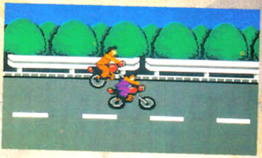
STAGE 2



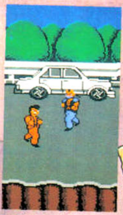
You've come down to the waterfront to relax, but the biker gang that comes roaring onto the pier has other ideas (Somebody up there must not like you).



Jump Kick them off the bikes, then hop on, start the engine, and let them eat your dust.

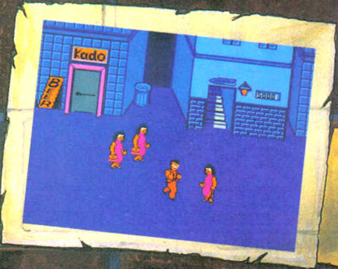


You can't outrun them, so you'll have to kick them off the road. Don't get too close to the edge, though! It's a long way down.



Joel has been waiting for you. You thought your luck was about to change, but boy were you wrong.

STAGE 3



You decide to stop for a cold drink back in town, but the six young ladies waiting inside aren't exactly your type. This evening has turned out to be a real bummer.

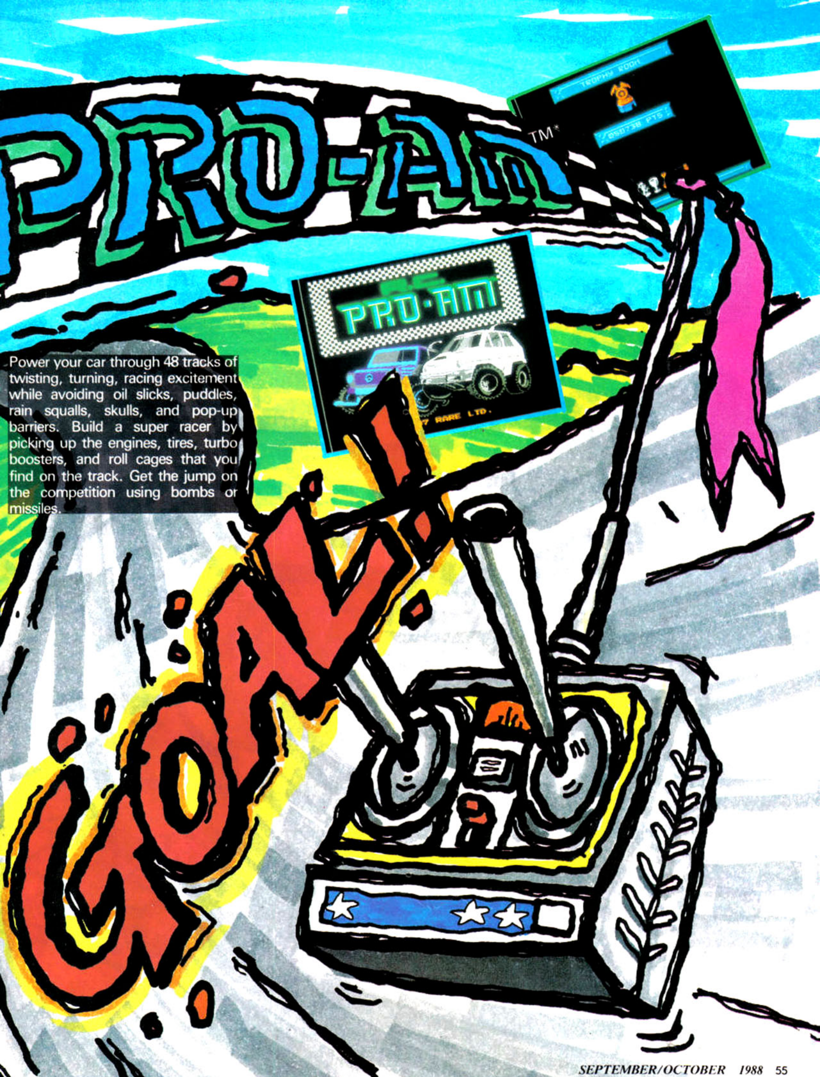
And now, meet a really bad dude!

Are you ready for a challenge? Do you enjoy the excitement of radio-controlled racing? Then we've got good news for you! Now you can control your favorite radio-controlled cars on your NES!

WIN A THUNDER SHOT QD!

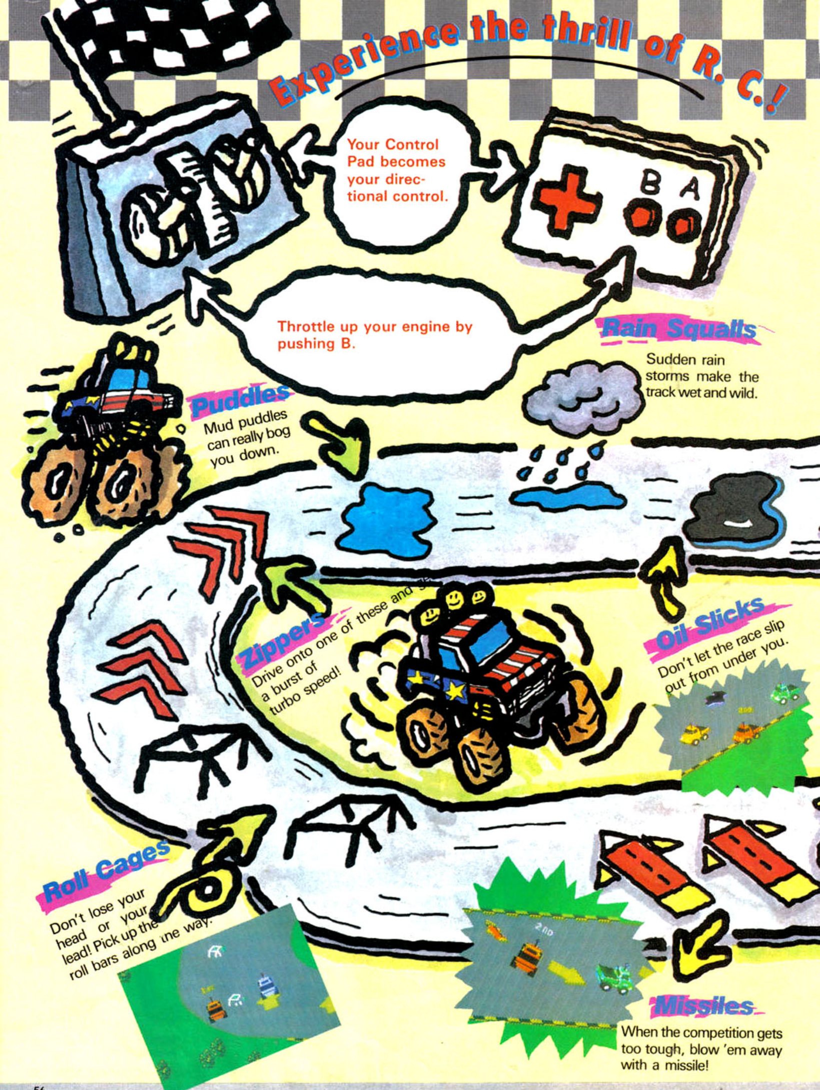
SEE PAGE 88

* © 1987 Rare Ltd.


PRO-AM™*
TROPHY ROOM
050738 PTS
R.C. PRO-AM
©1987 RARE LTD.
GOAL!

Power your car through 48 tracks of twisting, turning, racing excitement while avoiding oil slicks, puddles, rain squalls, skulls, and pop-up barriers. Build a super racer by picking up the engines, tires, turbo boosters, and roll cages that you find on the track. Get the jump on the competition using bombs or missiles.

Experience the thrill of R.C.!



Your Control Pad becomes your directional control.

Throttle up your engine by pushing B.

Puddles

Mud puddles can really bog you down.

Rain Squalls

Sudden rain storms make the track wet and wild.

Zippers

Drive onto one of these and

a burst of turbo speed!

Oil Slicks

Don't let the race slip out from under you.

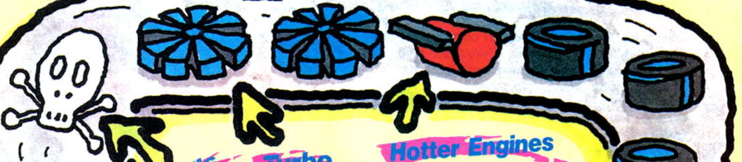
Roll Cages

Don't lose your head or your lead! Pick up the roll bars along the way.

Missiles

When the competition gets too tough, blow 'em away with a missile!

There's GOOD stuff and BAD, so be careful what you pick up.



Skulls

These guys will steal your ammo!

Turbo

Vital for top winning performance.

Hotter Engines

Collect these and burn some rubber!

Sticky Tires

They help you hug the road.

Pop-Up Barriers

They can pop up in front of you and flatten your car.

Nintendo Markers

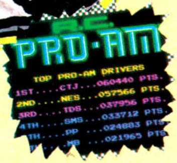
Collect these to spell NINTENDO and get a new car!

Bombs

Once you break into the lead, stay there using your bombs.

Ammo

Each star will give you another bomb or missile.



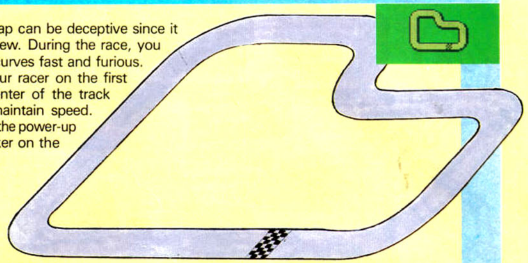
R.C.
PRO-AM
TOP PRO-AM DRIVERS
1ST....CTJ...060440 PTS.
2ND....NES...057566 PTS.
3RD....TDS...037956 PTS.
4TH....SMS...033712 PTS.
TH....PP ...024883 PTS
TH....MB ...021965 PTS

Here are some hot tips for cruising through the first seven tracks.

TRACK 1

Looking at the course map can be deceptive since it gives you an overhead view. During the race, you will be coming at those curves fast and furious. Practice maneuvering your racer on the first track, keeping to the center of the track through the curves to maintain speed. And don't forget to collect the power-up items and Nintendo marker on the way around!

2 LAPS

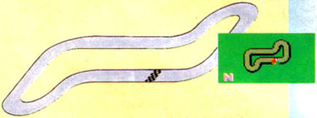


This is how the track looks!

TRACK 2

2 LAPS

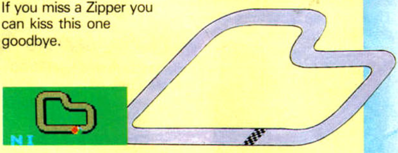
While you're racing on Track 2, be sure to pick up the missiles to stop any car that gets in the way. Now you've got it!



TRACK 3

3 LAPS

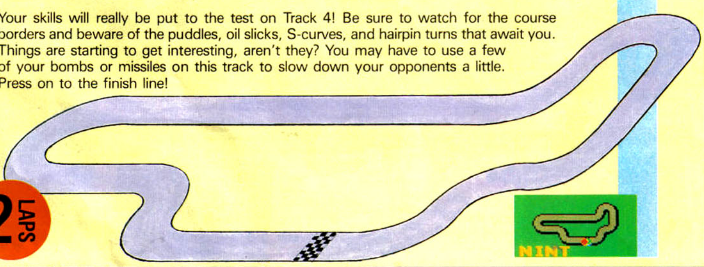
Track 3 is the same as the first track, but the Zippers speed up the race. If you miss a Zipper you can kiss this one goodbye.



TRACK 4

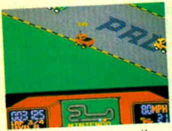
Your skills will really be put to the test on Track 4! Be sure to watch for the course borders and beware of the puddles, oil slicks, S-curves, and hairpin turns that await you. Things are starting to get interesting, aren't they? You may have to use a few of your bombs or missiles on this track to slow down your opponents a little. Press on to the finish line!

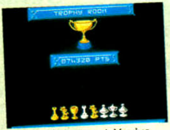
2 LAPS



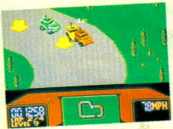
NINTENDO

Get a new R.C. car by collecting markers and spelling NINTENDO!


Make sure to pick up the Nintendo marker on each track.



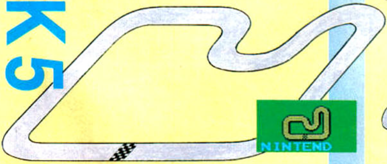
Congratulations! You've spelled NINTENDO, and that means victory!


You'll start the next race with a hot new car!

TRACK 5

3 LAPS

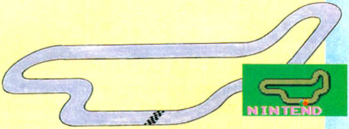
Basically, this is not a difficult course, but unless you're careful and watch your competitors closely, you won't make it into the top three. Keep your eyes open for the S-curve and the hairpin turn, and try to stay in the center of the track. It may be just the edge you need!



TRACK 6

4 LAPS

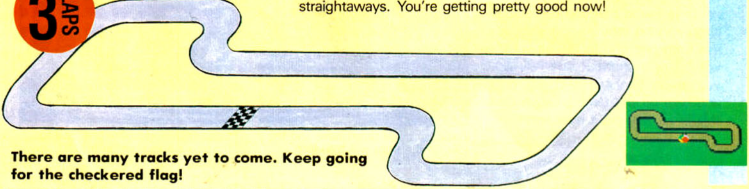
This track is the same as in Track 4, but it has as many Zippers as a safari jacket. Learn where all of the Zippers are located on your first lap, because you will need to hit almost every one of them to finish this race in the top three.



TRACK 7

3 LAPS

You can build up some radical speed on this long, straight track, and you can lose it in a second if you slam into a pop-up barrier. To win this race, stay in the center of the track through the turns, then move to either side of the straightaways. You're getting pretty good now!



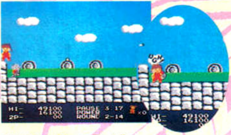
There are many tracks yet to come. Keep going for the checkered flag!

CLASSIFIED INFORMATION

KID NIKI
radical ninja

SECRET STRATEGY: DEFEAT THE STONE BUDDHA!

Our informants have discovered a new strategy to defeat the enemy in Round Two. His spinning spiked ball is dangerous but you can avoid it if you stay to the left on top of the wall and jump out of the way as he approaches. When he throws the ball to the right, he'll be left temporarily defenseless. Before the ball returns, jump down and attack.


HI- 49100
2P- 16100
PAUSE 3:17
POWER
ROUND 2-14

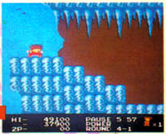
Fight the Stone Buddha while avoiding his strong attacks.

SHORTCUT TO GREEN GRUB!

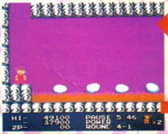
At great personal risk our agent has discovered a way to get by one of the most treacherous parts of Round Four. The approach is to go to the first rock of Round 4-11 and, while on the right edge, jump up three times. The rock to the right will transform into a giant fish. While our researchers have determined that giant fish are generally considered dangerous and should be avoided, this particular fish is friendly. In fact, we have found that you can actually jump into his mouth, go inside, and run from one end to the other. This will act as a shortcut that will allow you to get to the end of the round and take on the terrible Green Grub (Might as well get it over with).

FIND A SPECIAL HIDDEN STAGE IN ROUND FOUR!

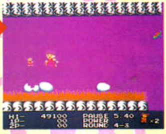
An entrance to a hidden stage lies just to the left of the starting point of Round Four. Go to the very edge of the cliff and crouch down for about four seconds. Soon, your character will flash and disappear into a strange new area. Here, you'll find large eggs that can be opened to reveal special secrets. Be careful!


HI- 49100
2P- 37900
PAUSE 5:57
POWER
ROUND 4-1

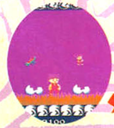
Stand here and crouch down for a few seconds.


HI- 49100
2P- 37900
PAUSE 5:46
POWER
ROUND 4-1

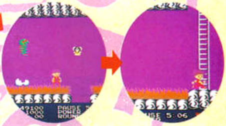
Find yourself in this mysterious new area.

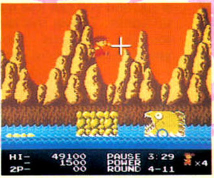

HI- 49100
PAUSE 5:40
POWER
ROUND 4-3

Crack open the eggs to reveal their contents.

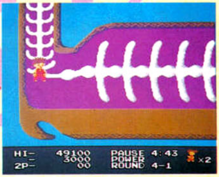


Open every egg to find useful items. But, be on your guard!




HI- 49100
2P- 1500
PAUSE 3:29
POWER
ROUND 4-11

Jump up three times here and the rock to the right will turn into a giant fish.


HI- 49100
2P- 3000
PAUSE 4:43
POWER
ROUND 4-1

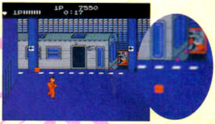
Once inside, go from one end to the other and then go after Green Grub!

TAITO

RENEGADE

GET A BURGER BOOST!

You deserve a break today. Hamburgers with revitalizing powers sometimes drop from above. To make them appear, run and Jump Kick the wall when the time remaining ends with 17 in Mission One, 43 in Mission Two and 59 in Mission Three.

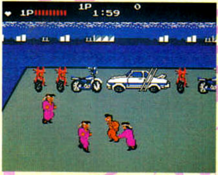


Get back into action with a power packed hamburger.

CHOOSE YOUR MISSION WITH A ROUND SELECT.

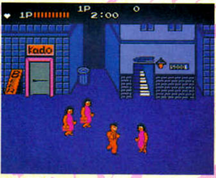
For your eyes only. Special round selecting codes will allow you to start at the beginning of any one of the four missions.

STAGE 2



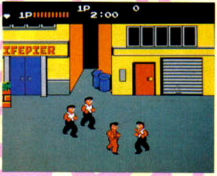
Hold Down on Control Pad II and press Down, Up, Right, Up, Left, Up and Start on Control Pad I.

STAGE 3



Hold Down on Control Pad II and press Up, Down, Left, Down, Right, Down and Start on Control Pad I.

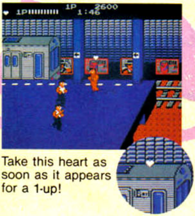
STAGE 4



Hold Up on Control Pad II and press Down, Down, Up, Up, Right, Left and Start on Control Pad I.

EXTRA HEARTS THE EASY WAY!

After the third enemy in Mission One is down, quickly sit on him and punch. A heart will appear that will score you a 1-up if you grab it. In the Subway do this with the second enemy and earn another heart.



Take this heart as soon as it appears for a 1-up!

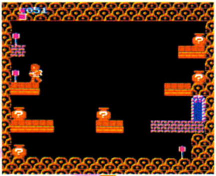
P-MARKS PROVIDE POWER!

Jump Kick your opponents when the time remaining ends with 32 in Mission One, 25 in Mission Two and 11 in Mission Three. A P-Mark will appear that will give you extra strength.

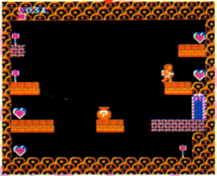
Kid Icarus

CRACK THE CODE OF THE TREASURE ROOMS!

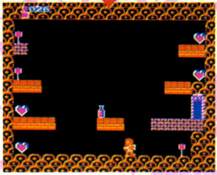
After you break seven of the pots in the treasure rooms without making the God of Poverty (Reaper) appear, you can break the eighth pot to find a valuable item. The Reapers appear in a set pattern, and with this key you will be able to unlock the secret of that pattern. Study the map below and break jars 1, 2 and 8, while in the Black Room, and jars 2, 6 and 7, while in the Blue Room. Given the number of Big Hammers that appear, you will be able to find the exact position of the Reaper. Break all of the remaining pots, leaving the one with the Reaper until last. When you break this, it will reveal special items ranging from a barrel to the elusive credit card.



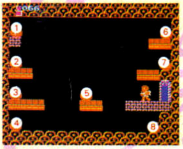
Break jars 1, 2 and 8.



Find the Reaper's position.

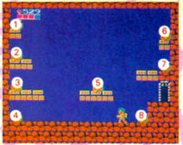


Reveal secret treasures!



Break jars 1, 2 and 8 in the Black Room to find the Reaper's position!

Number of Hammers.	Reaper's Position.
3	5
2	7
1	6
0	4



Break jars 2, 6 and 7 in the Blue Room and collect great treasures!

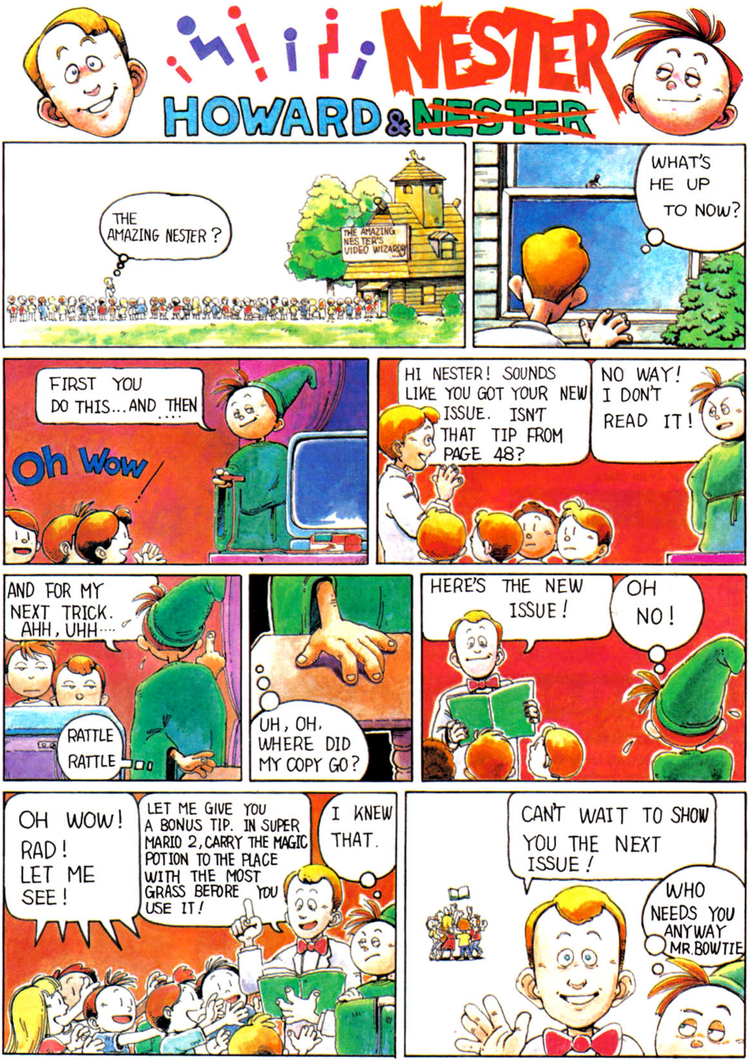
Number of Hammers.	Reaper's Position.
3	1
2	5
1	3
0	8

INFORMATION

If you've found any extra special techniques, maneuvers or strategies that you'd like to share with other NINTENDO POWER readers, send them to the address on the right.

Send your quirks and comments to:

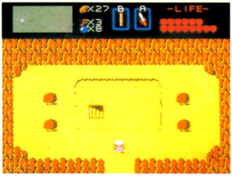
NINTENDO POWER
CLASSIFIED INFORMATION
P.O. Box 97033
Redmond, WA 98073-9733


NESTER
HOWARD & ~~NESTER~~
THE AMAZING NESTER?
THE AMAZING NESTER'S VIDEO WIZARDRY
WHAT'S HE UP TO NOW?
FIRST YOU DO THIS... AND THEN ...
Oh Wow
HI NESTER! SOUNDS LIKE YOU GOT YOUR NEW ISSUE. ISN'T THAT TIP FROM PAGE 48?
NO WAY! I DON'T READ IT!
AND FOR MY NEXT TRICK. AHH, UHH....
RATTLE RATTLE
UH, OH. WHERE DID MY COPY GO?
HERE'S THE NEW ISSUE!
OH NO!
OH WOW! RAD! LET ME SEE!
LET ME GIVE YOU A BONUS TIP. IN SUPER MARIO 2, CARRY THE MAGIC POTION TO THE PLACE WITH THE MOST GRASS BEFORE YOU USE IT!
I KNEW THAT.
CAN'T WAIT TO SHOW YOU THE NEXT ISSUE!
WHO NEEDS YOU ANYWAY MR. BOWTIE

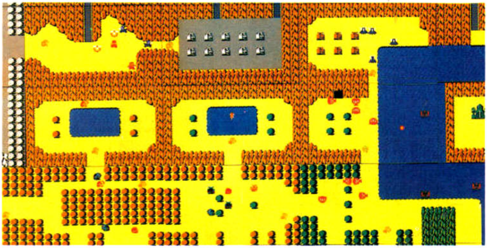
ZELDA 1st Quest

In the First Quest of The Legend of Zelda where is Level Seven?

In order to discover the entrance to Level Seven, use the whistle while standing next to the westernmost pond in Hyrule. The pond will evaporate and a stairway will appear in its place.



Level Seven is easy to find once you know where to look. Now that you've blown the whistle, you're ready to go!

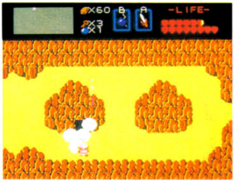


While studying this map of western Hyrule, remember the clue that says, "Go to where fairies don't live." Since fairies live in ponds, look for a pond that doesn't have a fairy in it. This particlular pond will be of special interest to you.

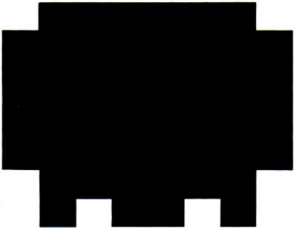
ZELDA 1st Quest

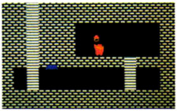
How do I get into Level Nine and what special items can I find inside?

The two large boulders far up in the north are known as Spectacle Rock. If you remember the clue from Level Eight, you'll know that these rocks hold a special secret. Go to Spectacle Rock and blast the left boulder. This will open up the entrance to the mysterious Level Nine, Death Mountain.

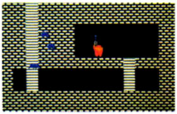


LEVEL 9





Take the powerful Red Ring and your enemies' firepower will shrink to one fourth.

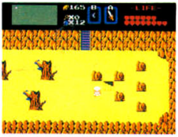


The Silver Arrow posseses powers that no other weapon has.

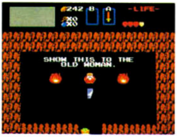
ZELDA 2nd Quest

In the Second Quest of The Legend of Zelda how do I find the Letter?

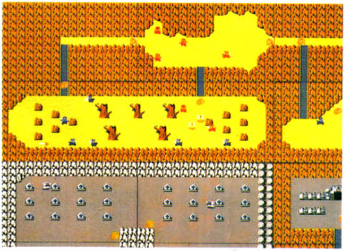
You'll need to have the Power Bracelet before you can open the entrance to the cave where the Letter is. The Power Bracelet can be found in the same place as in the First Quest. To get there, use the pattern through the Lost Woods—North, West, South, West. While you are exploring, be on your guard. The enemies are tough!



Using the power of the Bracelet, push a rock out of the way and open the entrance to a cave.


SHOW THIS TO THE OLD WOMAN.

Once inside, you'll find a helpful old man who will give you the credentials to buy medicine.

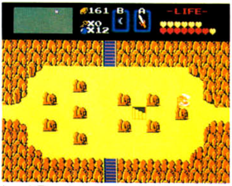


You can find the Letter by pushing a rock somewhere in the extreme northwestern part of Hyrule. Also, close by, you'll be able to blast a stone wall to reveal the entrance to Level Nine.

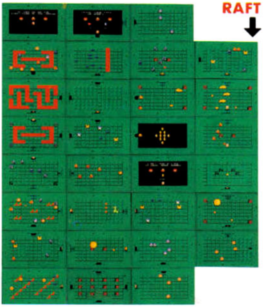
ZELDA 2nd Quest

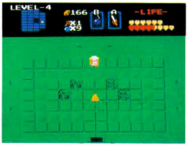
I've looked everywhere but I can't find the Raft. Where is it?

The Raft is in a room above the Triforce in Level Four. Go to the Triforce room and work your way up.

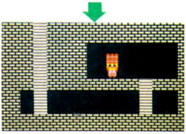


Level Four is in the Lost Hills. Move a rock to uncover the entrance.





Before you take the Triforce, find the Raft.

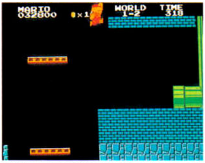


COUNSELO

SUPER MARIO BROS.

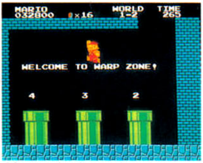
Where are the warp zones in Super Mario Bros. and how do I get to them?

There are a total of three warp zones and you can use them to quickly warp to the eighth world. Of course, things aren't always as easy as they seem. There are some tricky manuevers you'll have to master and, they may take some practice.


MARIO 032800 ×1 WORLD 1-2 TIME 318

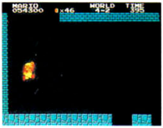
At the end of World 1-2, take the elevator up and jump over to the top.

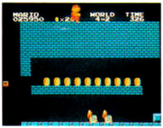
Jump!


WELCOME TO WARP ZONE!
4
3
2

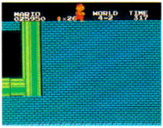
After you've jumped, you can warp to World 2, 3 or 4.

4-2 Start

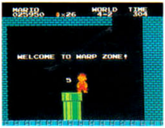




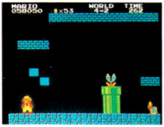
At the end of World 4-2, take the elevator to the top.



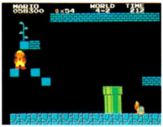
Jump over to the right and run to a new warp zone.


WELCOME TO WARP ZONE!
5

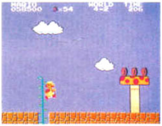
The pipe in this warp zone leads to World 5.



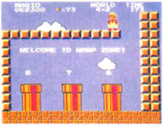
In World 4-2, jump up to make invisible blocks appear.



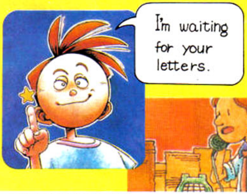
Get onto the blocks and hit a brick to make a vine appear.



Climb the vine and run to the right while collecting coins.


WELCOME TO WARP ZONE!
8
7
6

This warp zone leads to Worlds 6, 7 and 8.

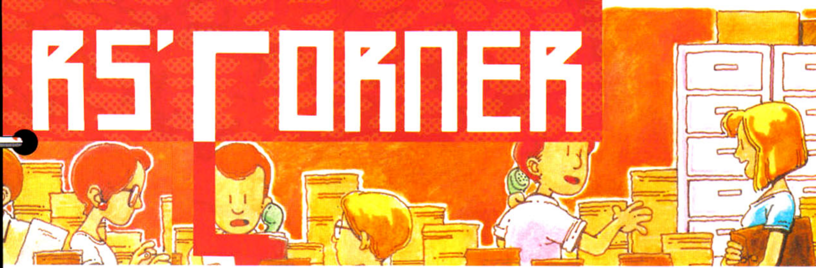

I'm waiting for your letters.

Write to:

NINTENDO POWER
Attn: Counselors' Corner
P.O. Box 97033
Redmond, WA 98073-9733

Call us!

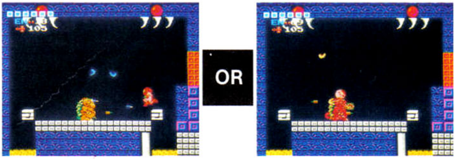
1-(206) 885-7529.
Nintendo Game Counselors are on call from 4:00 am to 8:00 pm Pacific Time.

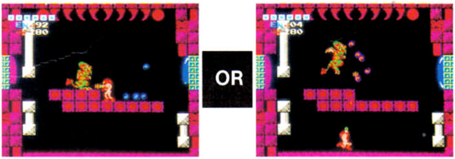


METROID

How do I defeat the Mini Bosses, Ridley and Kraid in Metroid?

There are several ways to defeat Ridley and Kraid. A few strategies we've found can be very effective. The Wave Beam is the strongest beam and it has a very wide area of fire. Try to stand where the shots from Kraid or Ridley won't hit you and use the Wave Beam. You may be able to shoot from below but, don't stand in the lava for a very long time. Another good method is to use the Freeze Beam to stop enemy fire and then shoot at your opponent as his shots are thawing. You can use the beam or the missiles for this. However, the missiles aren't effective unless they're used at close range. You could also use bombs while you're very close but, it will take a lot of energy. Choose your method by using whatever weapons you have in your possession.

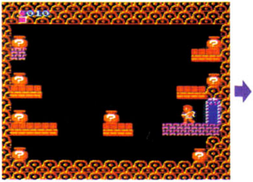




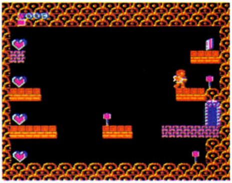
KID ICARUS

In Kid Icarus, where do I find the Credit Card?

The Credit Card can be very tricky to obtain and you won't be able to get it every time. If you're lucky, though, you should be able to get it after a couple of tries. In the Treasure Chambers, there are several big pots. If you break all of the pots and the God of Poverty doesn't appear, a special item will be there in his place. That item could be the Credit Card.



Go into any one of the Treasure Chambers and break the pots using the pattern described in this issue's Classified Information section.



Break all of the pots without the God of Poverty appearing, and you may be able to "charge" ahead.

GOLGO

New York City. A helicopter transporting a deadly cargo of the bacteriological agent known as Cassandra-G suddenly erupts in a fireball near the Statue of Liberty. The CIA blames the incident on a Russian KGB agent whose skill with the M-16 rifle is legendary. His name is Golgo 13. But even though an M-16 bullet was discovered in the twisted wreckage, not everyone believes Golgo 13 is guilty. An operative from the secret international organization, FIXER, transmits a warning before he, too, mysteriously disappears. "Look for the DREK empire, not Golgo 13." Then, in East Berlin, a man known only as Condor seeks out FIXER and confesses that he knows who stole the lethal virus. Golgo's mission is to contact Condor in Berlin, discover the secret leader of DREK, and expose him. Hunted by every agent on either side of the Iron Curtain, Golgo sets out on a journey few could survive...

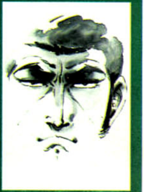
TM Vic Tokai Corporation of America Inc.
© Saito Production

GOLGO 13 TM
THE MAN WITH THE CUSTOM M-16

NOW PLAYING!

TOP SECRET EPISODE

Agent Profiles



GOLGO 13, A.K.A "DUKE TOGO"

Age and nationality: Unknown. Origin: Possibly from Asia. Occupation: Sniper for the KGB and now an agent for FIXER. Intelligence agencies believe that Golgo 13 shot down the CIA chopper and its precious but deadly load of Cassandra-G. To prove his innocence and save his life, Golgo must uncover the real culprit, and the man who framed him.

CHERRY GRACE

Occupation: FIXER operative in Berlin. Cherry Grace is beautiful and smart. As Golgo's contact, she provides secret information, plus weapons for the battle ahead.

CONDOR

Occupation: Informer. Affiliation: Unknown. But Condor has offered to reveal his secrets to FIXER if only Golgo can reach him in time...

OZ WINDHAM

Occupation: FIXER operative. Whereabouts: Unknown, but suspected to be held captive by DREK somewhere in that organization's secret Berlin fortress maze.

MARIA LOVELETTE

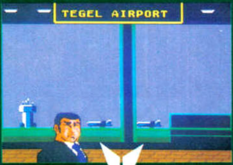
Occupation: FIXER informant. Whereabouts: Here, there, everywhere! Golgo must seek out Maria many times during the mission for vital information.

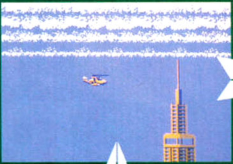
RED RIVER JR.

Occupation: FIXER messenger. In East Berlin, and then again in Greece, Red River Jr. intercepts Golgo with important communiques from FIXER.

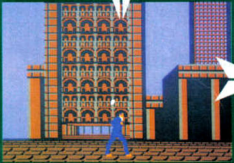
Where Will The Mission Lead?

By air, sea, and even in the dank subways of Berlin, Golgo 13 must travel. But as he gains clues from unexpected friends, he also faces an onslaught of enemies. Assassins appear on quiet streets and suddenly open fire with air support from enemy choppers. Sharks and frogmen attack him underwater, and in the air he must dogfight with jets. Only after solving four mazes and gathering many clues will the secrets of Cassandra-G be known.

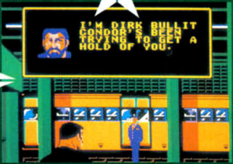




Piloting a helicopter, you must defeat an air force and then a gunman hiding high in a tower.

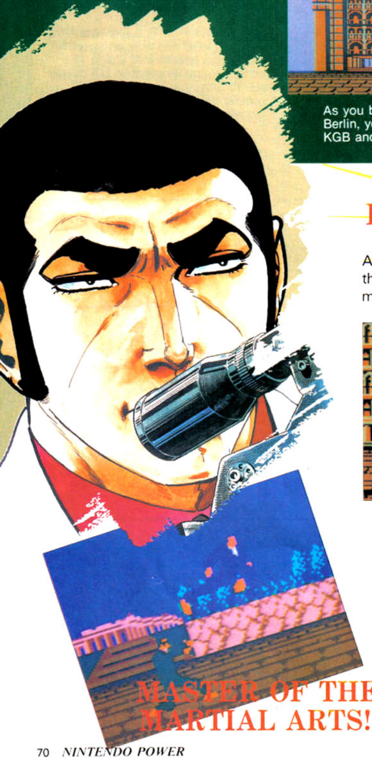


As you begin your search in Berlin, you become the target of KGB and CIA snipers.



I'M DIRK BULLIT
CONDOR'S BEEN
TRYING TO GET A
HOLD OF YOU.

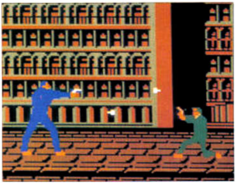
Your contacts are waiting on street corners and in subway stations with vital clues.

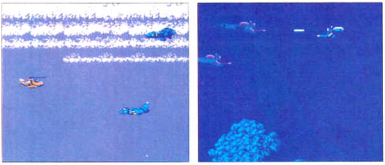


MASTER OF THE MARTIAL ARTS!!

Hot Action & Sharp Shooting!

Although Golgo 13's mission is one of cloak and dagger intrigue, there's no mystery about the skills that will get him—and that means you—through to the end. With crack agents shooting at you from every angle, it helps if you know how to shoot back. Your "Life," shown top left on the screen, tells you how much strength you have left and, just below it, the bullets are shown. Once your bullets are gone, your only defense is a karate kick.

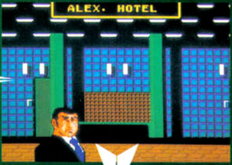


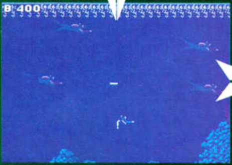


Golgo's world is a shooting gallery, and the "targets" are shooting back! In the air, you face a squadron of deadly Harrier jets. Underwater, divers launch their torpedoes.

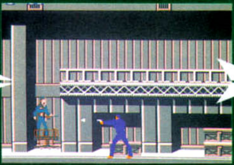
NOW PLAYING!

Find a safe haven in the hotel where your Life level refills and critical information is gained.

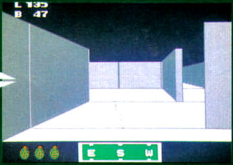




Searching for the underwater DREK hideout, you must fight off enemies while working through a deadly maze.



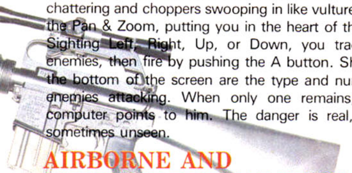
Don't let your guard down inside the base, because one misstep can plunge you back into the water.



Like a rat in a maze, you must find the way out of the base to reach the next stage.

PAN & ZOOM

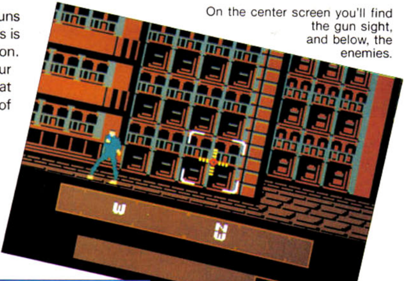
The Pan & Zoom battle screen cuts in close to the action so you can see what Golgo sees.



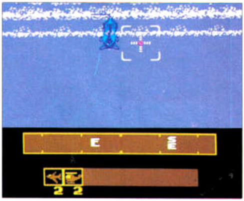
Suddenly a peaceful city street erupts with riot guns chattering and choppers swooping in like vultures. This is the Pan & Zoom, putting you in the heart of the action. Sighting Left, Right, Up, or Down, you track your enemies, then fire by pushing the A button. Shown at the bottom of the screen are the type and number of enemies attacking. When only one remains, the computer points to him. The danger is real, and sometimes unseen.

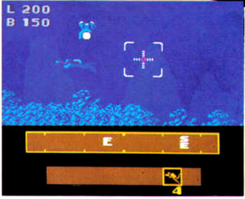
AIRBORNE AND UNDERWATER TARGETS!!

You could be anywhere: flying over the city, walking the street, or in an underwater grotto. And, suddenly, you're in the Pan & Zoom mode!



On the center screen you'll find the gun sight, and below, the enemies.

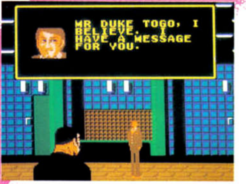




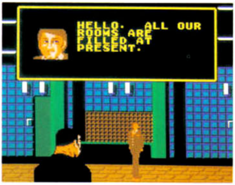
Scroll every direction during Pan & Zoom, as you may find that the enemy agents have surrounded you. Even worse, some may be in hiding!

FOREIGN INTRIGUE

The secret organization known as DREK seems to be implicated in the disappearance of Cassandra-G. Only by piecing together scraps of information collected along the way will you be able to move on and eventually uncover the amazing truth. The mission is too big for any one agent, and you cannot progress without certain vital clues, no matter how good a shot you are.



MR DUKE TOGO, I BELIEVE. I HAVE A MESSAGE FOR YOU.

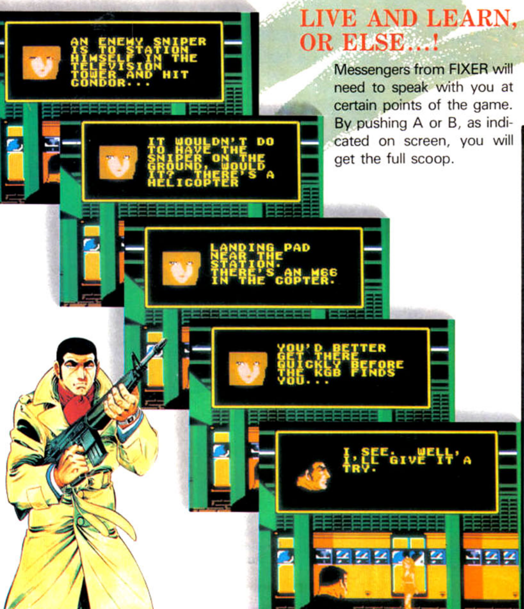


HELLO. ALL OUR ROOMS ARE FILLED AT PRESENT.

Although these scenes show the same hotel, the information you receive there may vary depending upon whom you have already contacted. Just like a hunter tracking a cunning fox, you must closely follow the trail of clues.

LIVE AND LEARN, OR ELSE...!

Messengers from FIXER will need to speak with you at certain points of the game. By pushing A or B, as indicated on screen, you will get the full scoop.



AN ENEMY SNIPER IS TO STATION HIMSELF IN THE TELEVISION TOWER AND HIT CONDOR...

IT WOULDN'T DO TO HAVE THE SNIPER ON THE GROUND, WOULD IT? THERE'S A HELICOPTER

LANDING PAD NEAR THE STATION. THERE'S AN M66 IN THE COPTER.

YOU'D BETTER GET THERE QUICKLY BEFORE THE KGB FINDS YOU...

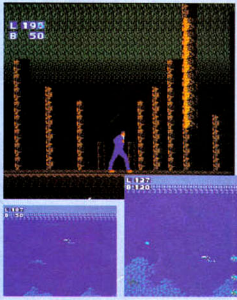
I SEE. WELL, I'LL GIVE IT A TRY.

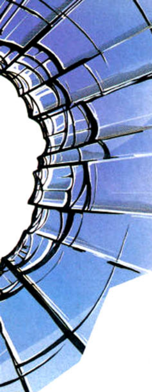
YOUR MISSION SPANS THE GLOBE!!

Desperate for the toxin called Cassandra-G, you search from Berlin to Greece, then on to the Amazon River jungle and finally to the frigid wastes of Antarctica.

RIO AMAZON

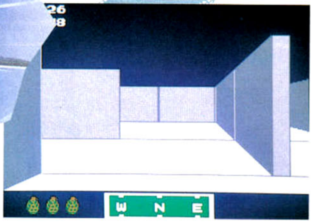
The third leg of your mission, where action takes place in the jungle and in the murky river.





INFILTRATING THE ENEMY

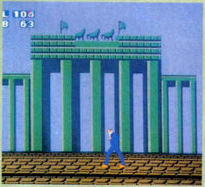
Nothing here is what it appears to be. Even having cleared an enemy base, you must still puzzle your way through a dangerous maze of deadends and ambushes.

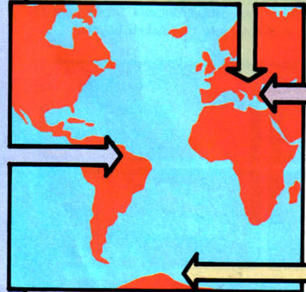


To escape the maze, draw a map and show every detail.

BERLIN

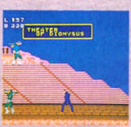
Here in the treacherous streets of Berlin, you begin the search.

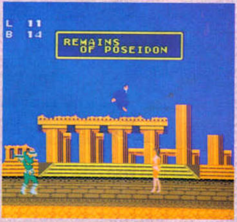




GREECE

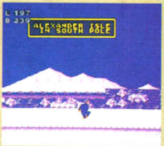
On this second stop, you face untold dangers amidst ancient, crumbling ruins.


L 157
B 220
THEATER OF DIONYSUS


L 11
B 14
REMAINS OF POSEIDON

ANTARCTICA: Alexander Base

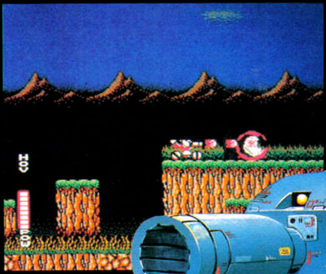
It's the most desolate place on Earth—the South Pole—and it's here that you confront an enemy who holds the secrets to Cassandra-G and the fate of the world!

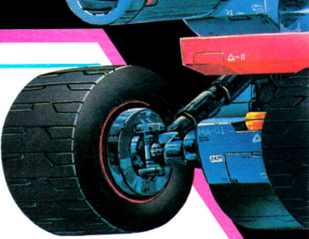

L 197
B 239
ALEXANDER ISLE IN SOUTH POLE

FILE CLOSED

The mission is complete when you identify DREK's leader...or is it?

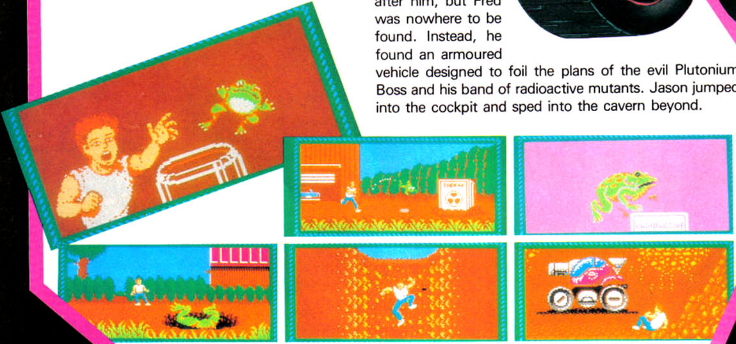
Blaster





STORY

This is the story of a boy named Jason and his frog Fred. One day Fred jumped out of his bowl and escaped into the yard. Jason ran after him, but was unable to catch Fred before he jumped onto a huge box marked: "Danger—Radioactive." Jason watched in horror as Fred grew larger and larger until he became a huge monster frog! He then disappeared into the earth. Jason jumped into the pit after him, but Fred was nowhere to be found. Instead, he found an armoured vehicle designed to foil the plans of the evil Plutonium Boss and his band of radioactive mutants. Jason jumped into the cockpit and sped into the cavern beyond.

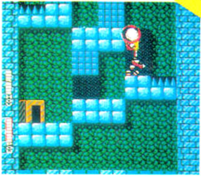


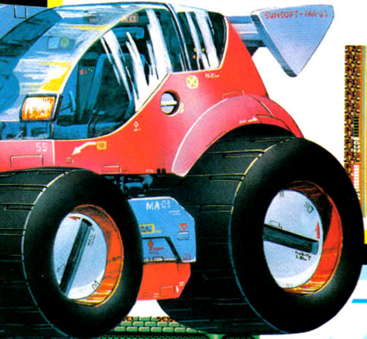
NOW PLAYING!

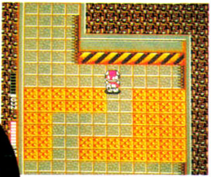
Master™

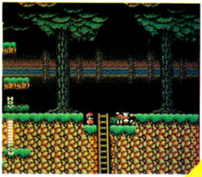
GAME PLAY

Your mission, if you choose to accept it, is to fight off the evil mutants in each of the eight stages, then find and defeat the boss at the end of each stage. You must choose between using the advanced weapons aboard your vehicle, or fighting outside the vehicle on foot. While in the vehicle you must also select which weapons to use against the mutant horde. Finally, you must battle the dreaded Plutonium Boss and save the Earth.



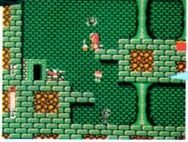


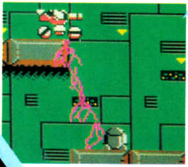


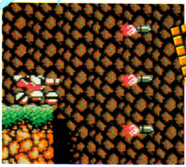


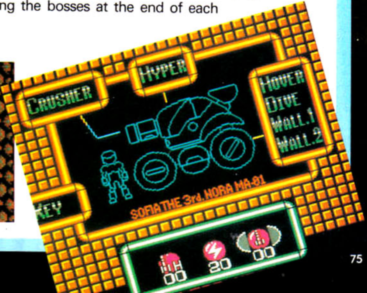
WEAPONS

The main weapon on the attack vehicle is the laser cannon. The vehicle can also be outfitted with special weapons found in the cavern like the Homing missile, the Thunder Break, and the Multiwarhead missile. Press the START button for a list of available weapons. You can also power-up the laser cannon after defeating the bosses at the end of each stage.



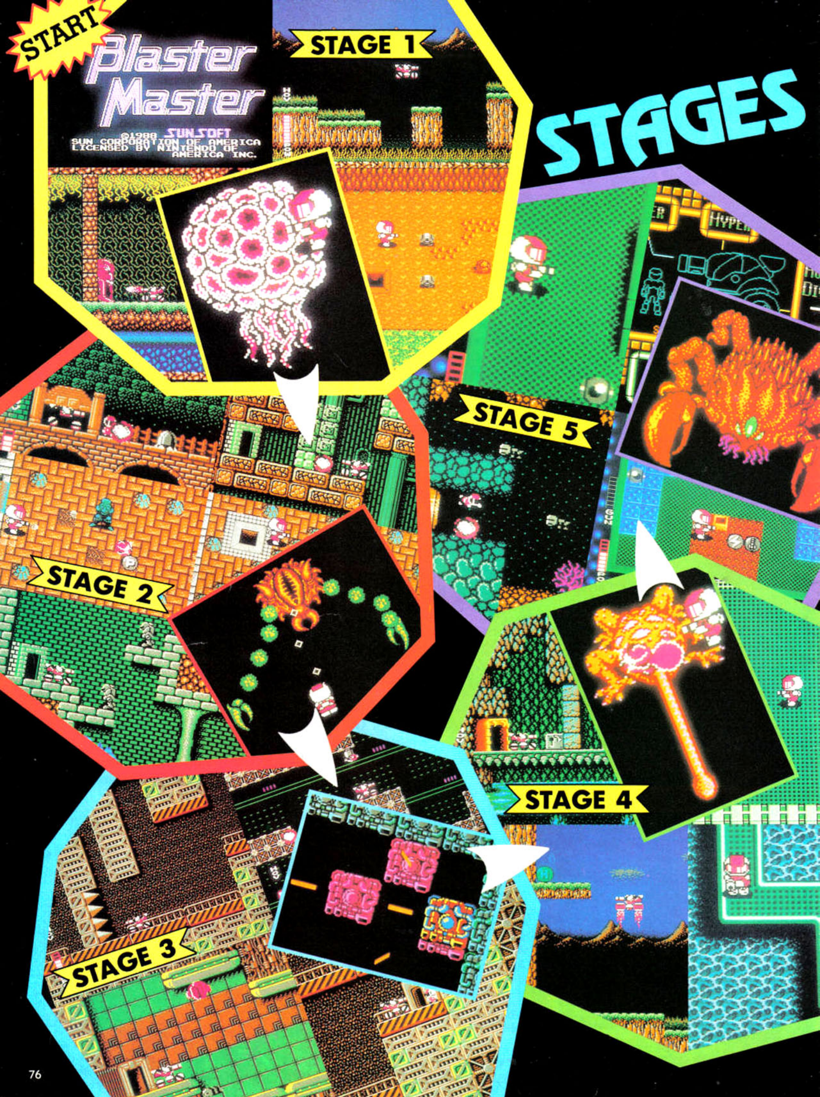






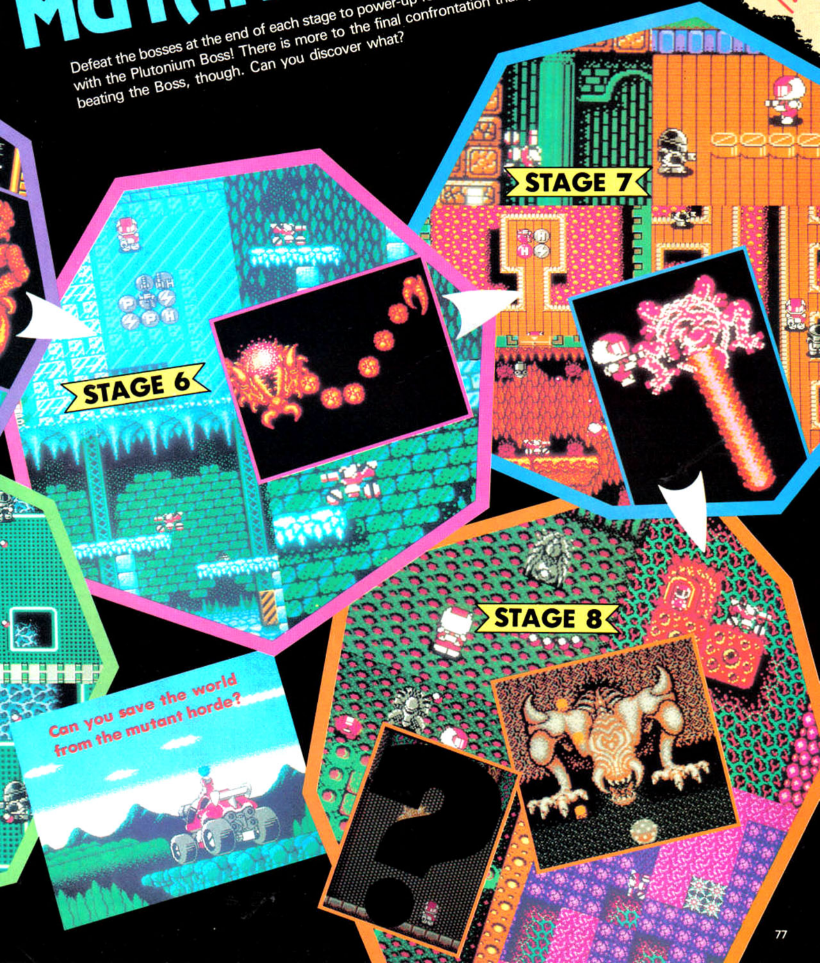
TM Sun Corporation of America

STAGES


START
Blaster Master
©1988 SUNSOFT
SUN CORPORATION OF AMERICA
LICENSED BY NINTENDO OF AMERICA INC.
STAGE 1
HOV
STAGE 2
STAGE 3
STAGE 4
STAGE 5
GUN

& MUTANT BOSSES

Defeat the bosses at the end of each stage to power-up for a final encounter with the Plutonium Boss! There is more to the final confrontation than just beating the Boss, though. Can you discover what?


STAGE 6
STAGE 7
STAGE 8
Can you save the world from the mutant horde?

VIDEO SHORTS

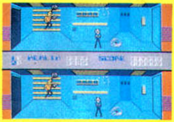
Video Shorts is a quick rundown of some of the latest NES Game Paks with up-to-the-minute information and descriptions of what's just over the video game horizon. Some of these games are incredible, some are amazing, and some are just plain "awesome!" There's also a special "Video Shorts Classics" section as we have a number of arcade masterpieces joining the NES library this time around.

XENOPHOBE™

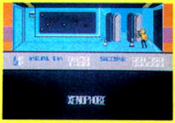
from SUNSOFT

TM of Bally Midway Manifacturing, Licensed to Sun Corp. of America.

XENOPHOBE (Zee-no-fobe): One who fears anything alien. The Xenophobe has plenty to fear here. Space stations and moon bases have become infested with all sorts of slimy, creepy, energy-sucking mutant creatures. It's no wonder that the Xenophobe has chosen you, the EXTERMINATOR, to rid these outposts of these vile and hideous mockeries of life. You and a fellow EXTERMINATOR can play simultaneously on a split screen, but you must do your work and find valuable items quickly...before the space station self-destructs.



Concentration is important, so don't be distracted by your partner.

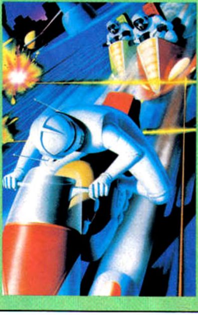


Try to obtain items and health symbols quickly, before they disappear.

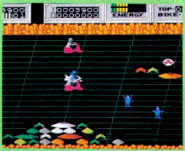
SEICROSS®

from FCI

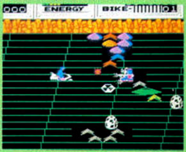
® Registered trademark of Nihon Bussan Co., Ltd.



Hop onto your space mini-bike, the Gilgit, and hang on for one of the fastest rides in video games. Maneuver your Gilgit with razor-like reflexes and avoid deadly space obstacles. You must vaporize the enemies' vehicles and rescue the last survivors of the Petras, the peaceful tribe of the planet Colura, from the vicious Basrah tribe. Space Warps beam you to areas where enemy bikers are trying to take your fellow Petras prisoner, but there are Basrahs all around and it's all happening so fast! Hold on to your asteroids!



Beware the Red Hovering Bike. He will recklessly crash into you.



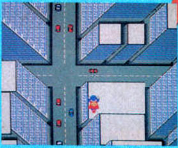
The battle cry is "Colura and Cream!" Defend Colura and cream the increasing Basrahs.

SUPERMAN™

from SEIKA

TM of DC Comics, division of
Warner Communications

Guide mild mannered reporter, Clark Kent, to a nearby phone booth and he becomes Superman, first and greatest of all the super-heroes. Select from X-ray vision, heat vision, super freeze breath, super wind breath, super spin, and the power of flight while keeping the Man of Steel's keen super hearing attuned to the cries for help against the villains and monsters that inhabit the city of Metropolis. Get information from Superman's friends and other citizens to aid you in the never-ending battle, for truth, justice, and the American Way.



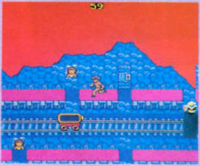
The power of super flight enables the "Big Red S" to cross the city in seconds.

INDIANA JONES™ and the Temple of Doom

from MINDSCAPE

TM Mindscape, Inc.
©1985, 1988 Lucasfilm Ltd. (LFL) and Tengen,
Licensed to Mindscape

INDIANA JONES, the first name in adventure, comes home to the NES! This time around, Indy must infiltrate the sinister Pankot Palace, free the enslaved children, recover the precious Sankara Stones, and return the children and the stones to the peaceful village of Mayapore by defeating Mola Ram, the diabolic high priest of the Pankot Palace. First, however, he and his trusty whip must face Mola Ram's henchmen, the Thuggie guards, along with lava monsters, deadly spikes, and...snakes. "Oh, no! Not snakes. Why did it have to be snakes?"



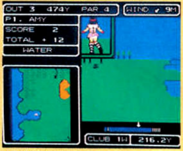
Take secret passages, gather useful items, and skillfully use the mine cars.

Lee Trevino's FIGHTING GOLF™

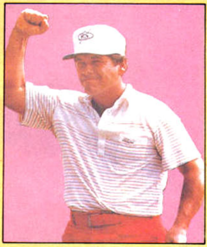
from SNK

TM SNK Corporation of America

One of the greatest superstars in the world of sports, Lee Trevino, the one and only Super-Mex, presents this exciting life-like "game of the greens." You may choose any one of four players as your golfer. Each golfer has his or her own individual strengths and weaknesses. You also have the choice of any of three modes of play: 1) Regular Stroke Play, 2) Nassau Game Play (players operate on a point system), or 3) a T-shot practice mode to practice your favorite (or most ornery) hole. Okay, keep your head down. Feet together. "Fore!"



Pretty Amy has a slow swing speed, but incredible accuracy and ball control.



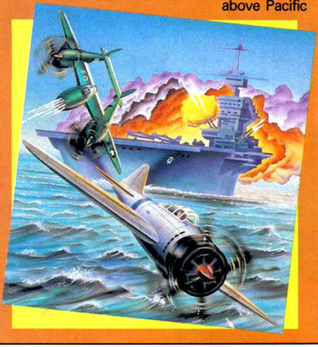
1943™

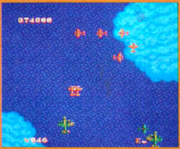
TM Capcom USA, Inc.

from CAPCOM

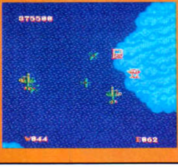
"Mayday! Mayday! I've got two red fighters at eleven o'clock and there's a zero on my tail! I'm going to try to shake him. Mayday!" High above Pacific islands, with an enemy fleet in the surrounding waters below and the swarming menace of its aircraft threatening your every maneuver, you are embroiled in the most critical and decisive conflict in World War II. The location is the Midway Islands and the year is 1943. Piloting your trusty P-38, specially equipped with an array of secret weapons, you fly into the fray, determined to turn the tide.

You have to. The fate of the world depends on it.





Shoot red planes and receive a "POW" mark which gives you energy.



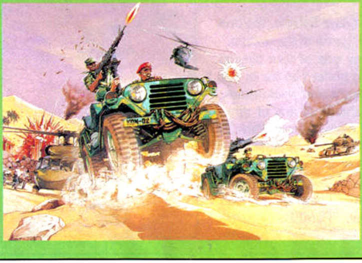
Try shooting the "POW" mark to gain different weapons and recovery powers.

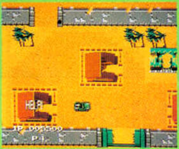
JACKAL™

TM Konami Industry Co., Ltd.

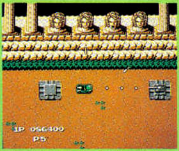
from KONAMI

Our infrared satellites have confirmed that several of our MIAs are prisoners trapped behind enemy lines. Their only hope for rescue lies in a tactical small scale commando raid—code name: JACKAL. You, a member of the Green Berets' elite "Jeep Squad," are one of the few who qualify for this mission. You and Trigger, your favorite heavily armed 4WD T.O.V. (Tactical Operations Vehicle), must infiltrate the enemy territory, blast open the prisoners' barracks, retrieve your buddies, and transport them to the pick-up helicopter. You and a fellow Beret can go on this mission in two different jeeps and guard each other's backside.





Rescue the captives, power up, and you may receive a handy bazooka.



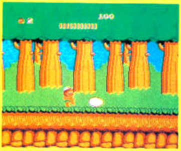
The Checkpoint Baker HQ looks like a stone statue and fires homing missiles.

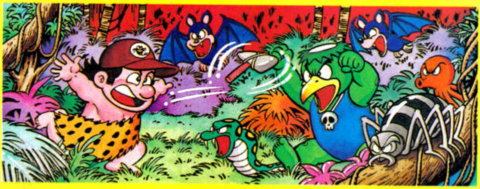
HUDSON'S ADVENTURE ISLAND™

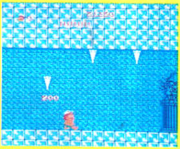
TM of Hudson Soft USA, Inc.

from HUDSON

Master Higgins has come all the way to this South Pacific jungle island to rescue his beloved sweetheart, Princess Leilani, who has been abducted by the cruel and sinister Evil Witch Doctor. Guide Master Higgins through tropical jungle forests, mountains, caves, and all sorts of strange and terrible traps. Defeat the devilishly imp-like enemies and give the Doctor a taste of his own medicine. Along the way you will find food (Is it poison?), weapons to help you, and a skateboard for travelling faster. But be careful! Remember, it's a jungle out there.


Inside eggs are food, items, and a Honey Girl who will make you invincible.



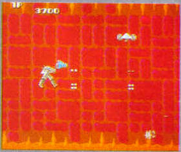

Once inside the undergound Ice Room, slide and try to avoid the icicles.

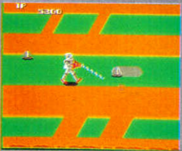
MAGMAX™

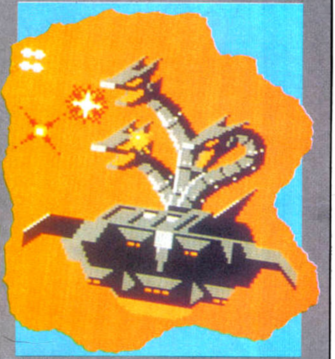
TM of Nihon Bussan Co., Ltd.

from FCI

As you board the first MagMax body part, you contemplate the mission before you. You must find and assemble all of the mechanical body parts to complete the formidable, transformable robot called MagMax. Your mission: defeat the giant computer Babylon, an unfeeling three-headed killing machine, placed in control of the Earth by alien conquerers. Using the Warp Hall, you can travel above or below ground and maneuver through forest, desert, sea, and an automated city toward your final encounter with the dreaded Babylon.


The more parts you are able to assemble, the more powerful you become.


MagMax, at majestic maximum might, wields his wondrous Wave Beam in the wild woods.


The final confrontation: the fierce three-headed mechanized terror, Babylon.

THE CLASSICS

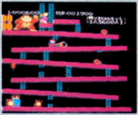
Now you can add these great video game masterpieces to your collection for classic video game entertainment.

DONKEY KONG CLASSICS™

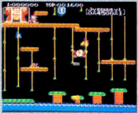
TM Nintendo of America Inc.

from NINTENDO

Everyone's favorite monkey, the one and only Donkey Kong, is back. This time we've paired "Donkey Kong" and "Donkey Kong Jr." together IN THE SAME GAME PAK! Once again, you have to help Mario scale the construction site to rescue the petite and pretty Pauline from the great gorilla, "Donkey Kong." In "Donkey Kong Jr.," it is Donkey Kong's son, Jr., who must swing on vines, jump platforms, and dodge birds in order to rescue Papa from Mario's cage.



The tireless Mario wages on against his oldest nemesis, Donkey Kong.



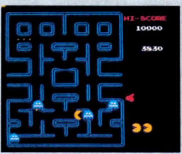
It's tough, but Jr. is determined to reach Mario's cage and free Papa.

PAC-MAN™

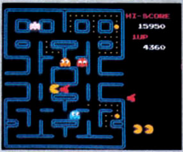
TM & ©1980, 1984 Namco, Ltd.

from TENGEN

Pac-Man fever is back and we've got it! Pac-Man, the original overeater, is here once again chomping dots as he winds his way through maze after intricate maze to try and satisfy his legendary appetite. Also present, however, are Blinky, Pinky, Inky, and Clyde, the ornery little ghosts who are out to do some gobbling of their own — on Pac-Man! But if he can just munch down on that Energizer, Pac-Man can turn the tables on them.



Eat the Energizer and earn higher scores by gobbling the ghosts.



Such objects as fruits are delicacies and will result in bonus points.

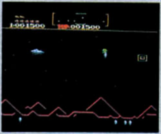
THE CLASSICS

DEFENDER II™

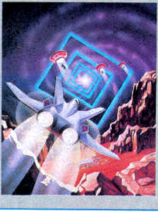
from HAL

TM & ©1982 Williams Electronic Games, Inc.

DEFENDER: The first name in video space warfare! The golden age of arcade video games is alive again on your NES. In the cold, eternal void of space, you are once again the last hope for the world of Ligras as you attempt to stop a marauding band of aliens and rescue their hostages. The action is fast and furious and the ride is dizzying, so watch out!



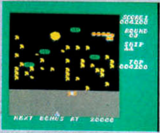
Blast enemy ships as they try to kidnap the residents of Ligras.



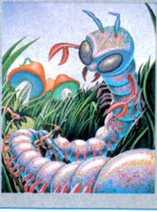
MILLIPEDE™

from HAL

TM & ©1982 Atari Corporation 1982.



If you time it right, you can defeat a whole Millipede with one DDT bomb!

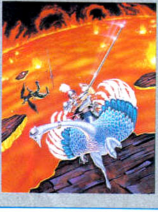


Well, isn't this just fine? You've lost your way in a dark, dangerous enchanted forest and all you've got to protect yourself are your Magic Arrows. You use your arrows to kill the spiders, mosquitos, and dragonflies, but suddenly, you spot the giant Millipede, subject of so many video game legends. In the tradition of Centipede, it's that ages old conflict of Man against Bug.

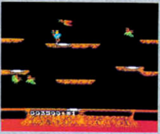
JOUST™

from HAL

TM & ©1981 Williams Electronic Games, Inc.



'Tis the arcade immortal, Joust, the fabled challenge of royal combat. Mount thy golden-winged blue space ostrich, and soar into battle against hordes of the brutal Buzzard Riders. Spear these flying varlets, while making sure the eggs they drop hatch no additional villains. However, if thy lance should be lower than thine enemy's, thy head will surely be forfeit (you'll lose major big time)!



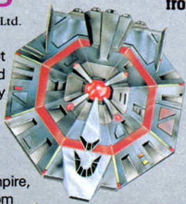
If the terrible Pterodactyl toucheth thee, thou art surely history!

THE CLASSICS

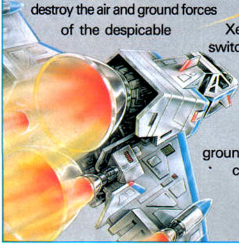
XEVIOUS™

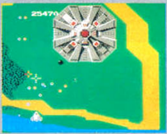
TM & ©1983, 1984 Namco Ltd.

from BANDAI



Reenact video game history as you pilot the impressive Solvalou fighter plane and jet high above the renowned and beautifully graphic Xevious territory. You almost wish this was a sightseeing tour. No such luck. Your arcade honored mission is to destroy the air and ground forces of the despicable Xevious empire, switching from space guns for the aerial assault to bombs for the more difficult ground barrage. At last, the classic Xevious mission comes home.





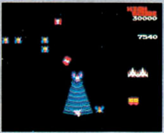
Dodging its attack, drop bombs on the floating fortress, Ando Ageanesis.

GALAGA™

TM & ©1981, 1985 Namco Ltd.

from BANDAI

Now relive arcade memories on your NES! Your lone fighter spaceship is all that stands between your home planet and the insect-shaped aliens, the infamous and awesome Galaga. One of video gaming's toughest, the best precision flying squadrons in the galaxy have just invaded your world. Every third assault is a Challenging Stage where you can earn bonus points and an indicator will even show a hit ratio (the number of Galaga destroyed, the number of missiles fired, and the percentage number of Galaga hit).



If the Galaga Commander captures a ship, shoot him and double your firepower.

PAK WATCH

A look into the future of NES Game Paks

Keep your eye on Pak Watch. We'll give you a glimpse into the future, with all the hottest news about what's coming next for the NES.

LINK LETTER

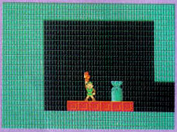
Dear Zelda,

I'm here in Kyoto with my programmer Mr. Miyamoto, and I'm afraid I have some bad news to tell you. Are you sitting down? (That's right, you're lying down) Anyway, they tell me I will not be able to begin my journey until the new year. It has something to do with computer chips or something. I know we hoped to spend the holidays together, but I'm sure you can hold on a little bit longer. I miss you desperately.

Yours forever,

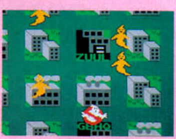
LINK

Note: Sorry for the bad news. LINK will be available in very limited quantities in November.



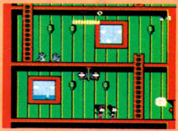
GHOSTBUSTERS

Are you ready to get slimed? Activision tells us they'll be bringing this movie hit to your NES very soon. This is an adaptation of the popular computer game by the same name. Once the conversion is complete, you'll be trapping ghosts left and right. But, if you get into some serious trouble, "Who you gonna call?" Game Counselors!



MICKEY MOUSE

Your favorite Disney characters Mickey and Minnie Mouse are off on a NES adventure. They must meet the challenge in five different worlds: the Fun House, Ocean, Woods, Pirate Ship and Castle. The goal? To find the elusive Alice. You'll have fun interacting with this world-famous pair. From Capcom.



PAPERBOY

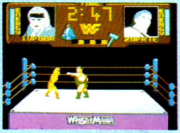
Extra! Extra! The arcade hit Paperboy is currently being converted to an NES game. Peddle down the street avoiding trash cans, screeching cars, and other obstacles while trying to deliver the news to everyone on your route.

TECMO BOWL

We haven't seen the final program yet, but the arcade version is really great. Sometime this season you'll be able to challenge a friend and tackle this new game.

WRESTLEMANIA

This Game Pak is the official NES game of the World Wrestling Federation. Acclaim is featuring Andre the Giant, Hulk Hogan, the Honky Tonk Man and many more all on one star studded wrestling card. Each wrestler comes complete with his own special moves and dirty tricks.



STAR TREK

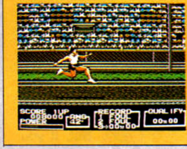
We don't know which licensee plans to introduce this one yet, but we do know it will be entering Earth orbit soon. Would you like to "Take the Con" of the Starship Enterprise on a tour through intergalactic space? "Beam us up, Scotty."

RACKET ATTACK

Enter this video tournament and you have some decisions to make. Do you want to play on a grass, clay, or hard court? Which of the 16 male or female players will you select?

TRACK & FIELD II

Listen up! Pole Vaulting, High Diving, Freestyle Swimming, Triple Jumping, Canoeing, Hammer Throwing, Hurdling, Fencing, Trap Shooting, Arm Wrestling, Hang Gliding(!!), plus Horizontal Bar, Taekwondo, Archery and Pistol Range. Put all these events into one single Game Pak. Add to it the best graphics we've seen to date. And you've got Konami's Track & Field II!



FRIDAY THE 13th/ NIGHTMARE ON ELM STREET

A horrifying double feature from LJN. Two new Game Paks guaranteed to raise the hair on the back of your neck.

One night, you're snuggled tightly in your sleeping bag counting the stars when you hear an unsettling sound. You awaken with a start to the horrifying realization that Jason has struck again.

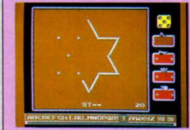
YOU are Freddy Kruger, terrorizing the neighborhood. This time it's you they have to fear on Elm Street.

JOHN ELWAY'S QUARTERBACK

The hottest young quarterback in the NFL these past two years has to be John Elway. And he has joined Tradewest's camp to endorse this new football game. By the time John is trying to take Denver to his third straight Super Bowl, we hope to have more news on when you'll be able to call the plays on this one.

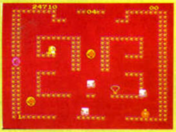
ANTICIPATION

This is an exciting new board game concept for your NES. You can play with up to four players at one time. Choose your marker, select a category, and be first to solve the puzzle and advance your man on the board. It's a race to guess what is being drawn on the screen in a "connect-the-dots" pattern. The more difficult the level is that you select, the fewer dots that appear to help you figure it out. Here's a sample for you. Can you take a wild guess?



BUBBLE BOBBLE

The graphics on this one are straight out of the arcade. It looks cute and friendly, but it's bubbling with challenge. It has a two players at-one-time feature that lets you join forces with a friend to beat the game, and challenge each other for high score. Due out this fall from Taito.



CALIFORNIA GAMES/SKATE OR DIE

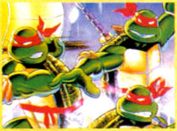
Thrasher Alert! Are you a skateboard fanatic? Do you live to "shred asphalt?" Do you dare to "rip and tear?" If you are living "on the edge," then get radical with these two new skateboarding games coming out early next year. We'll skate the courses and cover all the killer moves for you in the January issue.

SESAME STREET SERIES

Two new games have been announced for the younger players in the family. Do you have a younger player in the house that wishes there were games designed especially for them? Well, now there are. Sesame Street 1-2-3 and Sesame Street A-B-C combine the famous fun of learning with Big Bird and friends, with the NES. A super great match.

TEENAGE MUTANT NINJA TURTLES

Word has it that this one is still six months away. However, it's never to soon to hope that Ultra/Konami will come up with yet another winner. TMNT is based on the cult comic book series. These mutants are really making the rounds, as we understand they'll also appear in a new cartoon show this fall.

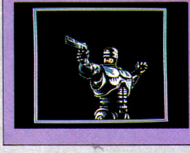


WHO FRAMED ROGER RABBIT?

This sounds too good to be true, but we know that LJN has the rights to turn this super hot hit movie into a Game Pak. We think the storyline could prove to be a great NES adventure. Roger Rabbit, a "Toon" (cartoon) who's trying to make it big in Hollywood, is caught in the wrong place at the wrong time. He gets framed for murder, and enlists the help of a human friend to help him beat the rap. Stay "Tooned" for more. (Th..Th..Th.. That's all folks!)

ROBOCOP

Last issue we published the announcement that Data East is working on a Robocop game. There aren't any more details, that we've been able to uncover, but here's a screen shot we managed to get a hold of. Take a look.



NINTENDO POWER PLAYERS PO

OVER 65

JUST FILL OUT OUR PLAYER'S POLL AND YOU COULD WIN ONE OF THESE GREAT PRIZES!

GRAND PRIZE 1

AS OUR GRAND PRIZE WINNER, YOU WIN A NES GAME LIBRARY OF YOUR CHOICE. THAT'S RIGHT, 10 HOT GAME TITLES ARE YOURS ALL AT ONCE. NOW THAT'S PLAYING WITH POWER!

ANY 10 GAMES OF YOUR CHOICE!

R.C. PRO-AM

THIS HOTTEST RACING GAME FOR THE NES COULD BE ALL YOURS IF YOU ARE A LUCKY WINNER.

ONE OF 10

ONE OF 5

Z-O-O-M INTO ACTION BY WINNING THIS 14-INCH SCALE QUICK DRIVE RADIO CONTROL MODEL CAR.

R.C. PRO-AM
32 Tracks of Racing Thrills
PUSHING MORE
Thunder
FAR OUT!
5
NINTENDO POWER
R.C. PRO-AM

```
TOP PRO-AM DRIVERS
1ST....NES...081926 PTS.
2ND....CTJ...060440 PTS.
3RD....TDS...037956 PTS.
4TH....SMS...033712 PTS.
5TH....PP ...024883 PTS.
6TH....MB ...021965 PTS.
```

PLAYER'S POLL

Using the post card below, answer the following questions and your name will be entered in our Player's Poll Contest!

A. Of the game reviews listed below, which two did you enjoy the most?

1. Bionic Commando
2. Simon's Quest
3. Super Mario Bros. 2
4. Life Force
5. Renegade
6. R.C. Pro-Am
7. Golgo 13
8. Blaster Master

After reading the in-depth game reviews, did you find:

B. Reviews are easy to read 1. Yes 2. No

C. Game play instructions are 1. Easy 2. Too complicated

D. Reviews provide
1. Too much information
2. Just the right amount of information
3. Not enough information

E. How old are you? (Please indicate age group)

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. 1. Male 2. Female

Please use the list of game titles (109) on the next page to answer the following questions

G. What two games would you most like to see reviewed in a future issue of Nintendo Power?

H. What three games are you planning to purchase next?

I. Please indicate, in order of preference, your five favorite games.

tear off here.

Answers to the Player's Poll

Name Tele.

Address

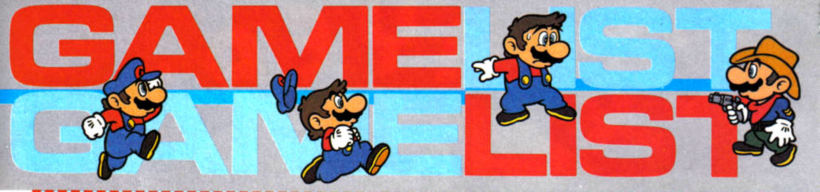
City State Zip

Fun Club Membership

Please indicate your answer in the appropriate box that corresponds to the survey above.

A. a. b.
B. 1. Yes 2. No
C. 1. Easy 2. Too complicated
D. 1. Too much 2. Just right 3. Not enough
E. 1. Under 6 2. 6-11 3. 12-14 4. 15-17
5. 18-24 6. 25+
F. 1. Male 2. Female
G. Indicate Numbers 1-109 (list on next page) a. b.
H. Indicate Numbers 1-109 (list next page) a. b. c.
I. Indicate Numbers 1-109 (list on next page) a. b. c.
d. e.

GAME LIST



S/O ISSUE PLAYER'S POLL GAME LIST

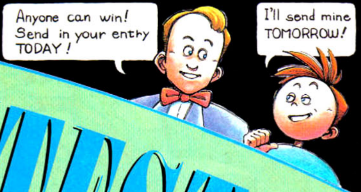
1 10-Yard Fight
2 1942
3 1943
4 Bases Loaded
5 Bionic Commando
6 Blades of Steel
7 Blaster Master
8 BreakThru
9 Bubble Bobble
10 California Games
11 Castlevania
12 City Connection
13 Cobra Command
14 Commando
15 Contra
16 Deadly Towers
17 Defender II
18 Donkey Kong Classics
19 Double Dragon
20 Double Dribble
21 Dragon Power
22 Duck Hunt
23 Elevator Action
24 Excitebike
25 Fighting Golf
26 Freedom Force
27 Friday The 13th
28 Galaga
29 Gauntlet
30 Ghostbusters
31 Ghosts 'N Goblins
32 Golf
33 Golgo 13
34 Gotcha!
35 Gun.Smoke
36 Hogan's Alley
37 Hudson's Adventure Island
38 Ice Hockey
39 Ikari Warriors
40 Indiana Jones and the Temple of Doom
41 Iron Tank
42 Jackal
43 Jaws
44 Jeopardy!
45 John Elway's Quarterback
46 Joust
47 Karate Champ
48 Karate Kid
49 Karnov
50 Kid Icarus
51 Kid Niki
52 Kung Fu
53 Legendary Wings
54 Life Force
55 MagMax
56 Major League Baseball
57 Marble Madness
58 Mega Man
59 Metal Gear
60 Metroid
61 Mickey Mouse
62 Mike Tyson's Punch-Out!!
63 Millipede
64 Milon's Secret Castle
65 Pac-Man
66 Paperboy
67 Pinball
68 Platoon
69 Pro Wrestling
70 Racket Attack
71 Rad Racer
72 Rambo
73 Rampage
74 R.B.I. Baseball
75 Renegade
76 Ring King
77 Robocop
78 Rygar
79 R.C. Pro-Am
80 Seicross
81 Sesame Street 123
82 Sesame Street ABC
83 Side Pocket
84 Simon's Quest
85 Spy Hunter
86 Star Trek
87 Star Voyager
88 Super Mario Bros.
89 Super Mario Bros. 2
90 Super Pitfall
91 Superman
92 Tag Team Wrestling
93 Tecmo Bowl
94 Tennis
95 The Goonies II
96 The Legend of Kage
97 The Legend of Zelda
98 Tiger-Heli
99 Top Gun
100 Track & Field II
101 T & C Surf Design
102 Ultima
103 Wheel of Fortune
104 Winter Games
105 Wizards & Warriors
106 World Games
107 Xenophobe
108 Xevious
109 Zelda II—The Adventure of Link

MORE TO COME!

Nintendo Power
P.O. Box 97062
Redmond, WA 98073-9762

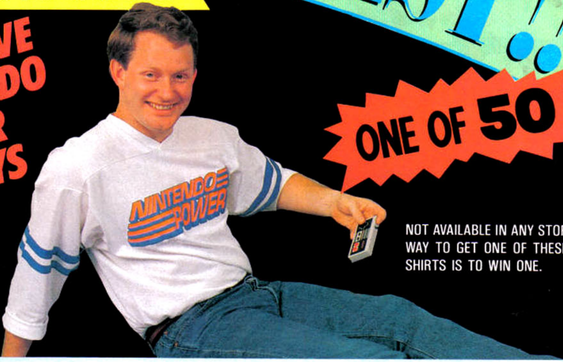
Place ¢25
Stamp
Here

LL CONTEST!!


Anyone can win! Send in your entry TODAY!
I'll send mine TOMORROW!

BIG WINNERS

EXCLUSIVE NINTENDO POWER JERSEYS



ONE OF 50

NOT AVAILABLE IN ANY STORE, THE ONLY WAY TO GET ONE OF THESE FANTASTIC SHIRTS IS TO WIN ONE.

Official Rules (No Purchase Necessary)

1. To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3×5 piece of paper, and mail to:

NINTENDO POWER
Player's Poll Contest
P.O. Box 97033
Redmond, WA 98073-9733

One entry per person, please. All entries must be received no later than October 31, 1988. No responsibility is assumed for lost, stolen, or misdirected mail.

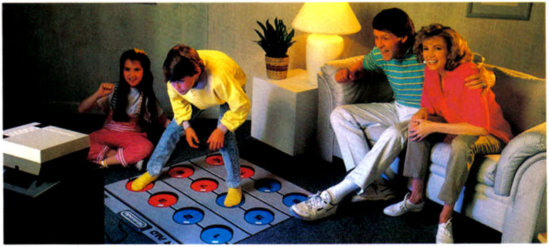
2. Winners will be selected in a random drawing from among all eligible entries received, on or about November 30, 1988. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution for prizes is permitted. All prizes will be awarded.

3. Contest not open to employees (or their immediate families) of Nintendo of America Inc., or their affiliates or agencies.

4. This offer is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.

NES JOURNAL

Introducing the Power Set!



Nintendo has announced the introduction of an all new version of the NES, appropriately named the "Power Set." This powerful combo includes the Power Pad, Control Deck, two controllers, the Zapper, plus three games on one triple play Game Pak (Duck Hunt, Super Mario Bros., and World Class Track Meet). This system will start showing up on store shelves in September.

The Power Pad offers players a whole new way to enjoy video games—with their feet! Instead of using a controller or joystick, select games can be controlled by operating the twelve color coded keys on the pad itself. (It's a great way to avoid becoming a couch potato!)

To start with, three games will be available for Power Pad play: World Class Track Meet (included in set) lets you compete in several different sports events. Dance Aerobics takes you through several routines, plus has some offbeat options like Pad Antics. And Super Team Games, where up to six players can join in at one time on selections like the Relay Race, and Tug of War.

If you know anyone who is planning on getting an NES in the near future, tell them to check it out!

Plans to sell the Power Pad separately are still pending. Watch for more news right here!

RARE LTD.

The Tale of Two Brothers

Chris

Tim

Meet Chris and Tim Stamper of Leistershire, England. Why? Because these guys have reached the pinnacle of the video game world—and along the way they have created some of the hottest games ever made for your NES. The brothers founded Rare Ltd., a company dedicated to producing state-of-the-art video excitement. So far their electronic magic has conjured up more than twenty-five games, including "Wizards & Warriors," "R.C. Pro-Am Racing," and "Slalom." How do they do it? Well, not by hocus-pocus. "It takes a lot of hard work," says Chris, "plus an incredible capacity for having fun."

What?...no jet?!

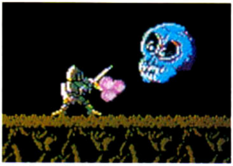
It wasn't always quite so much fun. Chris, now 30, wrote test programs for arcade games back in 1982. "It was a good place to get started," he recalls, "but what I really enjoyed was programming my own games." And that is exactly what he did. In 1983, working on his home PC, Chris began developing a game called "Jetpac." Brother Tim joined the team, bringing with him a brilliant imagination and the skills to breathe life into his ideas through his artwork.

The game was such an incredible success that fifty percent of PC users in Great Britain purchased it. Chris and Tim saw the writing on the wall. It was time to become their own boss.

Pretty soon, the Brothers Stamper were literally flying high. Their games were some of the most popular around, Rare Ltd. was off the ground, and Tim had taken up piloting ultra-light aircaft. Not to be outdone, Chris purchased Tim's Lamborghini. "It doesn't have wings," he says, smiling, "but that doesn't mean it can't fly."

Now that success has become a way of life, Chris and Tim have time to do the things most people only dream about, like breeding Shire horses. Well, maybe that isn't everyone's dream, but Tim delights in the huge animals, which are similar to the famous Clydesdale breed. When we asked Tim what success means to him, he replied, "It means someone else can clean out the stalls." For Chris, success means time on his ham radio and star watching...the stars in the sky that is, because Chris has always loved astronomy.

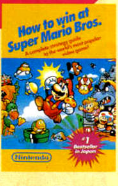
So what is left for the brothers? Chris says that he and Tim are working on a fantastic new board game concept. What's it about? "It's fun," says Chris, mysteriously. Like all magicians, he knows the value of keeping a secret. He also knows the value of having fun...and that's something he and Tim share with all of us through their games.


Rare's NES hit "Wizards & Warriors."

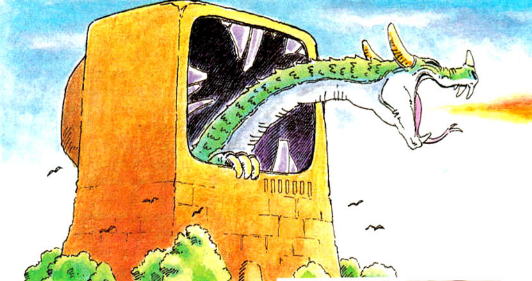
BOOKS

GUIDED TOUR
The Official Nintendo Player's Guide. POWERFUL READING! Now you can play to win with The Official Nintendo Player's Guide. It's packed with tips, tricks, and inside information from the experts on more than 90 video games for your NES. You can order this $19.95 guide at the special Nintendo Power price of $11.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602. While supplies last!

The Official Nintendo Player's Guide
A complete review of over 90 games for your N.E.S.



SUPER MARIO TIPS
How To Win At Super Mario Bros. STRATEGY GUIDE. Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. You can order this booklet for $4.95 by giving your VISA/Master Card number to our Customer Service Department at 1-800-422-2602.
Also available: Zelda Tips & Tactics!



FALL
TELEVISION
PREVIEW

What is and isn't in store for you this season.

When you turn on your TV in September you might notice that Summer reruns are still being shown. That's because the people who write the scripts for the shows were on strike for several months.

However, the stations still promise a new fall season and here's a brief preview of what's to come.

TV 101

TV 101 is the story of a young teacher who attempts to create the first high school video newspaper with a group of misfit junior journalists. This show is scheduled to air on Tuesdays at 8:00pm on CBS.

KNIGHTWATCH

Knightwatch is a show in which a group of kids form a community watch organization called Knights of the City. The show can be seen on Thursdays at 8:00pm on ABC.

DIRTY DANCING

Dirty Dancing is based on the hit movie. The show is a romantic comedy focusing on the relationship of the dance instructor at a summer resort and the owner's daughter. The basic focus of the show is music and dancing in the 1960's. The show will air on Saturdays at 8:00pm on CBS.

You all might be interested in knowing that the rock group U-2 was involved in the title songs for Dirty Dancing and TV 101. These shows should help to make an interesting Prime Time season once it finally gets under way.

So stay tuned for the premier of the Fall Season!!

Information Provided by McCann Erickson.

Celebrity Profiles

Eric Dickerson, Ron Morris, and Sean Jones

NFL PLAYERS CHALLENGE TYSON FOR WORLD CHAMPIONSHIP!!

Eric Dickerson on the field.

NFL Players Challenge Tyson for World Championship!

What do athletes do when they're not on the field? Chicago Bears Wide Receiver Ron Morris, Indianapolis Colt Running Back Eric Dickerson, and Houston Oiler Defensive End Sean Jones are just a few of the many all-star athletes who are proud to say that they are hooked on Nintendo video games.

Morris, who has been an avid Nintendo fan for some time, claims he's better than anyone at Nintendo games and challenges friends and team members, including ex-Chicago Bear Walter Payton, to prove otherwise.

Although he says that he has not mastered all of the 54 games that he owns, he does admit to being better at some than others. According to Morris, much as in football, video games take practice, but once you reach your goal in the game, it's a great feeling.

"It took me two days to get to Tyson in Mike Tyson's Punch-Out!!" Morris said, "Once you learn how each boxer fights and the pass key tips, it's easy. I felt pretty good that I was about to beat Tyson and then I lent the game to Walter Payton. I think he is still trying to get to Tyson. I just got a new Game Pak and am going to go at it again."

Ron Morris shows his stuff.

Beating Tyson seems to be on the mind of Sean Jones, Number 96 of the Houston Oilers, as well.

Jones, who purchased his Nintendo Entertainment System last October after participating in an L.A. Raiders 10-Yard Fight Challenge, has already added 27 Game Paks to his Nintendo library. Although he says he is best at Super Mario Bros., his favorite and most challenging game is Mike Tyson's Punch-Out!!

"It seems impossible to beat Tyson," said Jones, whose favorite games are, of course, from the sports series. Golf, 10-Yard-Fight, and Baseball top his list. "I think that I'll be giving the Game Counselors a call soon!"

Number 29 of the Indianapolis Colts, Eric Dickerson, has also dealt with the many difficulties of Punch-Out!!

"I just can't knock those guys out to get to Tyson," said Dickerson. "I'm really good at Baseball, though. That's my favorite game."

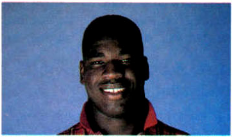
Besides Baseball and Punch-Out!!, Dickerson has tried his hand at 10-Yard Fight, Golf, and the Legend of Zelda, but keeps on going back to Baseball.

Although football training camp is hard work and keeps these young football stars busy, they are planning on bringing their NES's to training camp.

"This will be the first time that I have actually taken Nintendo on the road," said Jones. "We are going to have free time in the evening, which will allow me to play some of the games and challenge the other guys. It will add some fun to training camp."

Dickerson, who has his NES with him in Indianapolis, left his Baseball game at home in Texas. So, it's either try his hand at mastering other games or pick up another Baseball cartridge.

Morris, who will also be taking his system to training camp, believes that there will be even more Chicago Bear Nintendo fans after it's over.



Sean Jones must be smiling about a home run!

REDMOND, WA.
NINTENDO
SEPT/OCT 1988

MAIL BOX from Players

GAME IDEAS

Dear Nintendo,

My friends and I have been wondering if we could make a game and send our idea to your company...

Justin Bazdarich
Ryan Halsey
Cameron Ferguson
Jeremy Shellhorn
Lenexa, KS

We are always glad that our video games are stimulating the imaginations of our players. Unfortunately, for various legal reasons we are not allowed to use your proposals or send them to our product development people in Japan.

KID WHO?????

Dear Nintendo,

I have heard Icarus from Kid Icarus pronounced many ways. How do you pronounce it?

Michael Hawthorne
Abilene, TX

Icarus is pronounced Ik'•uh•res (with the first syllable rhyming with "pick"). The name comes from the Greek myth about a boy who made wings out of feathers and wax. He flew too close to the sun, though, melted his wings, and fell to his doom.

GRANDPARENT POWER!

Dear Nintendo,

I think the time has come to confess all. Whoever said Nintendo is for kids is right, but let's not forget the Grandpas and Grandmas.

My wife and I and Samus are currently blasting Zeebetite chambers on our way to the Mother Brain after a frantic call to your hotline to determine where the ice gun was. Once we complete this task, we have to wait for Zelda II because the mighty swords have rescued Zelda in both episodes two times, conquered the mighty forces of danger hand in hand with Kid Icarus (both times), and, of course, let's not forget what started it all—those rotten Hammer Bros. We got 'em.

I must add that all this was done with the help of the Advantage joystick, except for the Mario caper. A must for Grandparents! Why beat yourself to death, turbo them! Please tell Mom and Dad about the role playing series but don't forget Grandpa and Grandma either. Better hold off on Punch-Out!! for a while.

Jim and Dot McGirr
Brecksvill, OH

"TAPE" TIPS

Dear Nintendo,

Do your Nintendo tapes only last five years? Does it matter if you set them on chairs or if you put the controllers on the floor?

Brian Clegg

The term "tape" is a slang term that refers to a game cartridge, but NES Game Paks actually contain no tape at all. A game should last indefinitely. The only exception might be a game that uses a battery for memory, such as 'Zelda. The batteries should last for at least five years, but if at some point you are having a problem, please call our Consumer Service line at 1-800-422-2602. By the way, we do not recommend placing a cartridge (or any part of the game) where it could be sat or stepped on. Try to keep your game free of moisture and dust, and away from very hot or cold temperatures.

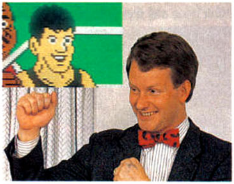
ALTER EGO?

Dear Nintendo,

I have noticed that Howard Phillips looks just like Little Mac on Mike Tyson's Punch-Out!! Is this just a coincidence or was Little Mac made to look like Howard Phillips?

Michael Barrow
Indianapolis, IN

It was not a preconceived notion to make Little Mac look just like Howard. It must be one of those amazing coincidences.



PLAYER'S FORUM

SURVEY SAID...!!!

Dear Nintendo,

I am a nine-year-old third grade student at Highland Park Elementary School in Austin, TX. It took me nearly nine months of saving my allowance and doing odd jobs around the house to save up to buy a Nintendo system. I also have saved up to buy a few of the Game Paks. I really appreciate my NES since I had to work so hard to get it.

One day my teacher asked each student to write an article for our school newspaper, The Austin American Scottie.

I took a poll for my article and found out many interesting things about the NES, including the fact that Nintendo is the most popular type. Everybody at school was so interested in my article that they made it the front page story with a BIG headline. I thought you might like to see it.

George Ward
Austin, TX

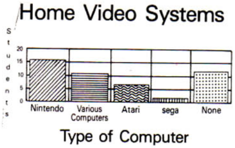
The article looks terrific, George! Congratulations on a job very well done. The following is an excerpt from George's article in the Austin American Scottie:

FAD SWEEPS THROUGH HIGHLAND PARK

by George Ward

Austin, Tx.-At Highland Park School you can hear lots of kids talking about Nintendos, Ataris, and Segas. What in the world are they talking about? These are the names of three popular home video entertainment systems. A questionnaire was passed around to find out more about them. It was given to all of the third graders the week of March 21st. Here are the results.

Forty-eight students answered the questionnaire. Of those forty-eight, thirty-five have played on a home entertainment system. Of the famous name brands, Nintendo was by far the most popular with sixteen votes. Various brands of computers were second (11 votes), Atari was third (7), and Sega was fourth with only two votes.



PUNCH-OUT-POEM

Dear Nintendo,

Mike Tyson's great, the man in black; He's got more power than Little Mac. He can really go, when he gets in the ring; He starts his moves when the bell goes ding.

To get in the ring to play the best; First, you have to beat the rest. You think Mike Tyson can't be beat; But if you have the strength, You can knock him off his feet.

Paul Woods
Janesville, WI

Pretty powerful poem, Paul.

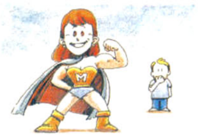
OBLITERATE MONOTONY

Dear Nintendo,

A few months ago, my mother said how sometimes her life was monotonous. I told her, "Why don't you play games on the Nintendo Entertainment System?" She said, "What difference would it make?" The next day she tried and ever since that she has been beaming aliens, turtle bopping, punching wrestlers, knocking out boxers, designing courses (tracks), racing cars, saving royal maidens, defeating monsters, etc. Thank you.

Edward Charlotin
Linden, NJ

Our pleasure, Edward.



PLEASE SEND US
YOUR LETTERS!

If you have a question, comment, or anything else you'd like us to know about, write to:

NINTENDO POWER—MAILBOX
P.O. Box 97033
Redmond, WA 98073-9733

NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

■1942

Tom Jasnovic▶	North Bay, CA▶	999,000
Bob Closs▶	Tonawanda, NY▶	927,200

■ARKANOID

Joseph Salvadore▶	Belleville, NJ▶	526,410

■CASTLEVANIA

Jay Fiengold▶	Miami, FL▶	353,060
Scott Minning▶	Mountlake Terrace, WA▶	308,550

■COMMANDO

Ed Marsh▶	Denver, CO▶	663,200

■CONTRA

Chuck McMurray▶	Chicago, IL▶	5,361,500
Al Wajda▶	Minneapolis, MN▶	3,045,600
Shane Wagner▶	Jamestown, MD▶	2,440,000
Jason Luke▶	Farm Hills, MI▶	2,433,900

■DUCK HUNT

Tom Cheng▶	N.Highlands, CA▶	999,900
Ben Hauf▶	Moline, IL▶	999,800
John White▶	Holderness, NH▶	999,500
Abram Mozes▶	Glen Cove, NY▶	999,500
Joshua Jamme▶	The Colony, TX▶	999,500

■DONKEY KONG 3

Jeurik Samborski▶	Quincy, MA▶	186,800

■EXCITEBIKE

		Track	Time
Eric Kelman▶	Southampton, PA▶	1	50:05
Chad Hayes▶	Milan, TN▶	1	52:25
George Fox▶	Richmond, VA▶	1	52:48
Mike Detrick▶	Issaquah, WA▶	1	53:47
Denis Merella▶	Buffalo, NY▶	2	52:22
Tony Grassis▶	San Bruno, CA▶	2	52:33
Lindi Rose▶	Rochester, NY▶	3	1:02:92
John Madigan▶	New York, NY▶	3	1:03:46
Phillip Huey▶	Montgomery, AL▶	5	54:44

■GOLF

		Score	Strokes
Don Steik▶	Buena Park, CA▶	−24	48
Terry Johnson▶	Seattle, WA▶	−23	49
Justin Hart▶	Joliet, IL▶	−22	50
Brian Pawlik▶	Kenmore, NY▶	−22	50
Mark Liszewski▶	Webster, TX▶	−21	51
Steve Phelps▶	Modesto, CA▶	−21	51
John Raburn▶	Huntingdon Beach, PA▶	−21	51
John Sullivan▶	Brighton, MA▶	−21	51

■GRADIUS

Kyle Frankse▶	Kenmore, NY▶	1,177,800
Paul Lueck▶	Port Orange, FL▶	1,035,100

■HOGAN'S ALLEY

Steve Rowe▶	Corvalis, OR▶	999,500
Scott Pietryka▶	Renton, WA▶	995,300
Tom Bowman▶	Coos Bay, OR▶	957,600
Adam Oliva▶	Hammonton, NJ▶	812,200
David Harrison▶	San Diego, CA▶	778,100
David Stein▶	Foster City, CA▶	722,200

■JAWS, THE REVENGE

Steve Woods▶	West Orange, NJ▶	78,670

■KARATE CHAMP

David Long▶	Shallowwater, TX▶	999,100

■KID ICARUS

Chris Armstrong▶	Prescott, AZ▶	9,999,999
Edwardo Castro▶	Torrance, CA▶	9,999,999
Patrick Donovan▶	Boston, MA▶	9,999,999
George Nabus▶	Kent, WA▶	9,999,999

■KUNG FU

Kenneth Bourda▶	Houston, TX▶	927,860
Miguel Martinez▶	Chicago, IL▶	699,777
Mike Wingeier▶	Bay City, MI▶	471,720

■MACH RIDER

JD Fotherington▶	Mesa, AZ▶	353,290

■MARIO BROS.

Patrick Robinson▶	Grand Forks, ND▶	317,750

MEGA MAN

Rob Thompson▶	Turnersville, NJ▶	781,500

PINBALL

Ron Breqenzer▶	E.Patchogue, NY▶	915,450
Kathleen Simms▶	Los Angeles, CA▶	652,640

R.C. PRO-AM

Brian Goss▶	Houston, TX▶	260,000
Gary Moors▶	Granbury, TX▶	259,600
Seth Davis▶	Winter Park, FL▶	227,712
Scott Balaban▶	Great Neck, NY▶	180,732
Charlie Burke▶	Olympia Fields, IL▶	166,480

RAD RACER

Frank Stoodley▶	Wilkes-Barre, PA▶	63,794

RENEGADE

Patrick Spangler▶	Picherington, OH▶	1,675,400

RUSH'N ATTACK

Bradley Estep▶	Elk Park, NC▶	1,285,200
Greg Piskorski▶	Erie, PA▶	836,400

SUPER MARIO BROS.

Jason Hancock▶	Newark, CA▶	9,999,950
Eric Hesse▶	Auburn, NY▶	9,999,950
Phoc Hoang▶	Elorissant, MO▶	9,999,950
John Legg▶	Huntington, WV▶	9,999,950
Tad Madsen▶	Aurora, CO▶	9,999,950
Jason Minnich▶	Portland, IN▶	9,999,950
Jeremy Newburg-Rinn▶	Washington, DC▶	9,999,950
Jim Pendergraft▶	Springfield, OH▶	9,999,950
Steven Repella▶	Alexandria, VA▶	9,999,950
Brent Reynolds▶	Saratoga, CA▶	9,999,950
Tony Tobia▶	Palmerton, PA▶	9,999,950
Mike Williams▶	Petoskey, MI▶	9,999,950
Allen You▶	Houston, TX▶	9,999,950

SOLOMON'S KEY

Ed Dorik▶		8,072,180

STINGER

Jody Zanders▶	Malvern, IA▶	457,800

SUPER PITFALL

Keith Martin▶	San Diego, CA▶	2,138,000

TOP GUN

Josh Vinzant▶	Nanyville, MO▶	127,200
Rickey Duke▶	Overland, MO▶	91,900
Andrew Webb▶	LaGrange, IL▶	71,000

TRACK & FIELD

Mike Catanzarito▶	Dubois, PA▶	999,990
Patrick Wilson▶	Des Moinen, IA▶	838,010
Joel Marinarcio▶	Great Falls, MT▶	602,320
Bob Domingo▶	Boordman, OH▶	299,670

T & C SURF DESIGN

Michael Elson▶	Great Neck, NY▶	999,999
Eric Kelman▶	Southampton, PA▶	999,999
Jack Kusuda▶	Garden Grove, CA▶	999,999
Kurt Scheppman▶	Eden Prarie, MN▶	999,999
Graham Strub▶	Wanamassa, NJ▶	999,999

TROJAN

Dameon Wilbur▶	Davenport, WA▶	188,000

WILD GUNMAN

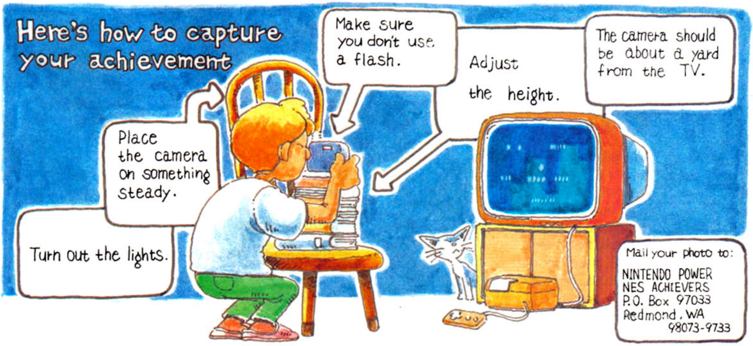
Eric Nelson▶	Minneapolis, MN▶	835,500

WIZARDS & WARRIORS

Justin Smith▶	Seattle, WA▶	248,970
Kenji Nozoki▶	Rego Park, NY▶	243,125
Nick Sadeghi▶	Short Hills, NJ▶	232,520
Chris Coppin▶	Concord, CA▶	228,080
Chris Wilhelm▶	Washington, PA▶	228,000
Tim Lovelace▶	Hawthorne, CA▶	213,080

ZANAC

Ulysses Gines▶	Long Beach, CA▶	10,729,140


Here's how to capture your achievement
Make sure you don't use a flash.
Adjust the height.
The camera should be about a yard from the TV.
Place the camera on something steady.
Turn out the lights.
Mail your photo to:
NINTENDO POWER
NES ACHIEVERS
P.O. Box 97033
Redmond, WA
98073-9733

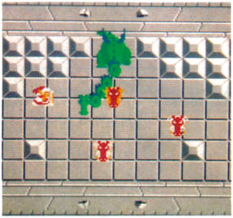
VIDEO SPOTLIGHT
POWER PLAYERS

The spotlight's on you! We think you'll agree that these players possess video prowess!

I think I am a Power Player. Before I play my first game of a cartridge, I first read the instruction book and study it for a few minutes. Then, before playing any game, I stretch out my fingers for five minutes. Next, I watch the example if the game has one. At last, I start playing my game.

I have conquered many games such as Ikari Warriors, Rygar and Super Mario Bros. I conquered Contra in seven days. I beat Mike Tyson in Mike Tyson's Punch-Out!! from a friend. I conquered the First Quest of The Legend of Zelda in ten days and got all of the pieces of the Triforce in the Second Quest, except for the one in Level Seven, which I still cannot find.

Charlie Wehner
Cape Girardeau, MO



Hi. My name is Donna Saxton and I think I'd be kind of considered a Power Player. I don't want to brag but, to me, this is quite an accomplishment because of the amount of time that it took.

Here's the story. My mom bought me The Legend of Zelda. I thought it was great. Now, this was on a Saturday. We came home and I went straight to the NES. By the next day, I had six hearts, the bow, the raft and the ladder. And I was working on getting the whistle. By the next Sunday, I had everything. I mean everything! I knew where everything was and I figured it all out in one week and one day. And then I defeated Ganon!

I'm now working on the Second Quest. My whole life is full and I'm only missing three things. And this is my third Sunday I've had the game! So you could say that I really like The Legend of Zelda.

My tip is, if your character gets killed and you get mad, don't worry, it's just a game. Leave it for about ten minutes and when you come back, I'm sure you'll do better!

Donna Saxton
Midland, MI

I have seen the future of video game wizards and his name is Richard Yu (Radical Richard). There's only one word to describe him: Awesome!

Richard was the first person I knew of that purchased a Nintendo Entertainment System. That day was about a year ago. Ever since then, his favorite hobby has been to play and play his NES. Whenever he has the chance, he goes out to the nearest toy store and picks up a new Game Pak. Since he has enjoyed it so much, I decided to buy a NES, too!

The first game I bought was The Legend of Zelda and boy, that is one tough game. I could not even pass Level Four! So I decided to consult the nearest person who had an NES and that person was "Radical Richard." When I arrived at his house, which happened to be across the street from my lair, he was playing The Legend of Zelda, too. And guess what? He was on Level Nine and he was about to kill Ganon! I asked him when he got the game and he simply replied, "Yesterday." At that moment I was awestruck. I couldn't believe it! It took me three weeks just to get to Level Four and it took him a day to conquer Ganon! Unbelievable, huh?

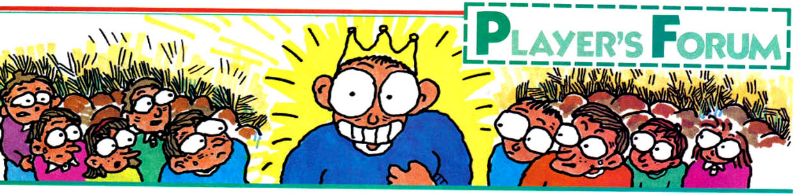
This is not the only time that I have witnessed his wizardry. I soon found myself at his house every day and watched him topple games like Mike Tyson's Punch-Out!!, Super Mario Bros. and Metroid. There are a lot more games that he has conquered, but it would take some time to list them all. I know he isn't as good as your Nintendo Game Counselors but, he sure blows me away!

Gilbert Rivera (A Befuddled Guy)
Los Angeles, CA

Calling all Power Players

Would you like to see your name up in lights? Send us a letter recounting your own video achievements (or a friend's).
We'll profile several Power Players in each issue.

PLAYER'S FORUM



At the risk of sounding like a show-off, I would say that I am a Power Player. And I have proof to back it up. I borrowed Kid Icarus from a friend and in two days I won it without any outside help. My friend went gaga when I showed it to him (considering it was his and he never got that far). Two days after getting Trojan, I beat Achilles. Two days after getting Mike Tyson's Punch-Out!!, I could TKO Super Macho Man in the first round. In one week I could get to Dracula on Castlevania. Well, you get the point.

Here are some of my own tips and tricks. I hope these help.

In Mike Tyson's Punch-Out!!, the second Bald Bull can be a pain. A good way to get him on his Bull Charge is to dodge the first charge. He will only bounce back halfway. Then, as soon as he moves forward, go for a body blow. On the second Don Flamenco, stars are very valuable. An easy (but dangerous) way to get stars while fighting him is to, first, let him knock you down. Then, the moment you get up, press "B" as fast as you can. You can easily figure out what to do next.

In Mega Man, Elecman's weapon is powerful, but you must face it before you can gain it. To defeat Elecman, use Cutman's tool. Three hits from the blade and you've got him.

Good Luck!

Andrew Cone
Age 14
Mill Valley, CA

You wanted to hear from Power Players. Well, here you are! My brother and I are the best at any sports game. To start it off, let's take Double Dribble. I can beat anyone on the right side (Player One), and my brother will beat anyone on the left side (Player Two). We each average over a hundred points per game. We're sort of even when we play each other. In Ice Hockey, I will shut out anyone, anytime on Level Five. I play with the Canadian team. In Baseball I average twenty-five or more points per game. In R.C. Pro-Am, I average over 160,000 points a game. All of my brothers and our friends in the area cannot beat us at any game, except Tyson that is. But, we're just so great.

Dondi and Patrick Frankois
Colonia, NJ

2000
1st
LAP 4/4
LEVEL 9

Power Player Profile

Name: Pete "The Natural" Brin
City: Windsor, CT
Age: 17

Favorite Game: "I think Mike Tyson's Punch-Out!! is the most fun to play. I like to beat all of the boxers but Mike Tyson is the real challenge."

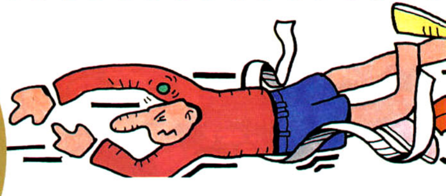
Outstanding Video Accomplishment: "I think I was probably most proud when I beat Mike Tyson in just four hours of game play. The reason I could do it so quickly is that before I ever played the game, I watched a friend play. This gave me a good idea of what I was going against. I beat most of the guys after a couple of tries and I beat Tyson after maybe 20 tries. The trick is to dodge quickly with a light touch and then come back with at least two punches."

Special Strategies: "It's pure determination combined with know-how. Since I'm also a great computer programmer, I know how to fool them."

Other Interests: "I golf in the summer and play football in the fall with my friends. I also like to program my computer. My friends and I made a game like Joust with kangaroos instead of birds."

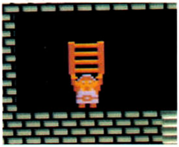
Future Nintendo Games: "I'm definitely going to get Double Dragon, Zelda II—The Adventure of Link and Ice Hockey."

NINTENDO
POWER



Where does your favorite game rank? Here is the combined version of the player's poll TOP 30!

TOP·30



1

2,090 POINTS

THE LEGEND OF ZELDA

The intense action and adventure of this game have kept it on top. Have you been able to defeat Ganon twice?

2

1,807 POINTS

MIKE TYSON'S PUNCH-OUT!!

Great graphics have allowed Iron Mike to punch his way into the number two spot. Are you the champ's next video challenger?

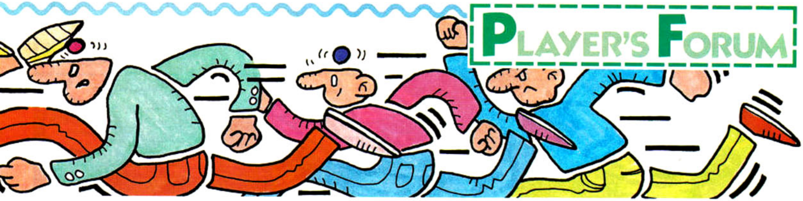
3

1,139 POINTS

METROID

Samus' odyssey on the planet Zebes continues to be an interstellar smash. The Mother Brain is waiting for you!

PLAYER'S FORUM



4

1,139 POINTS

SUPER MARIO BROS.

Mario and Luigi hang on to the number four slot on their way to save the Princess Toadstool.

5

986 POINTS

KID ICARUS

Arrows at the ready, Pit climbs into the number five position.

6

732 POINTS

DOUBLE DRAGON

Billy Lee is smashing his way to the top, and what a way to start!

7

686 POINTS

ICE HOCKEY

Cool hockey action makes this one a sizzling summertime hit. It shoots and scores!

8

611 POINTS

R.C. PRO-AM

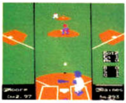
Radio control handling makes this hit a high speed challenge. Can you handle it?

9

567 POINTS

RAD RACER

3-D graphics make this race the hottest thing this side of Indy!



10

486 POINTS

R.B.I. BASEBALL

Genuine players and Major League realism make this baseball game a home run!

11	435 POINTS	CONTRA
12	332 POINTS	CASTLEVANIA
13	282 POINTS	GOONIES II
14	276 POINTS	MEGA MAN
15	231 POINTS	PRO WRESTLING
16	230 POINTS	DOUBLE DRIBBLE
17	225 POINTS	ZELDA II-THE ADVENTURE OF LINK
18	192 POINTS	TOP GUN
19	190 POINTS	RAMBO
20	173 POINTS	RENEGADE
21	170 POINTS	WIZARDS & WARRIORS
22	167 POINTS	IKARI WARRIORS
23	163 POINTS	BASEBALL
24	141 POINTS	RYGAR
25	125 POINTS	EXCITEBIKE
26	115 POINTS	KUNG FU
27	109 POINTS	KID NIKI
28	94 POINTS	SUPER MARIO BROS. 2
29	76 POINTS	ZANAC
30	76 POINTS	PINBALL

PLAYER'S FORUM

PLAYERS' PICKS

GAME	PTS
1 THE LEGEND OF ZELDA	1,360
2 MIKE TYSON'S PUNCH-OUT!!	1,253
3 METROID	1,075
4 SUPER MARIO BROS.	975
5 KID ICARUS	523
6 ICE HOCKEY	469
7 RAD RACER	430
8 R.C. PRO-AM	379
9 DOUBLE DRAGON	369
10 CONTRA	293
11 PRO WRESTLING	133
12 DOUBLE DRIBBLE	115
13 ZELDA II-THE ADVENTURE OF LINK	111
14 BASEBALL	110
15 CASTLEVANIA	92
16 RENEGADE	85
17 IKARI WARRIORS	84
18 TOP GUN	82
19 KUNG FU	71
20 GOONIES II	64
21 RYGAR	61
22 T & C SURF DESIGN	61
23 RAMBO	54
24 KID NIKI	51
25 GHOSTS 'N GOBLINS	49
26 SPY HUNTER	48
27 EXCITEBIKE	47
28 MARIO BROS.	38
29 WIZARDS & WARRIORS	36
30 RUSH 'N ATTACK	35

Zelda still on top but Link is closing in

Players are so excited about not-yet-released Link that they already rank it high on their list. Watch out Zelda!!

PROS' PICKS

GAME	PTS
1 THE LEGEND OF ZELDA	470
2 METROID	452
3 MIKE TYSON'S PUNCH-OUT!!	332
4 MEGA MAN	276
5 CASTLEVANIA	240
6 DOUBLE DRAGON	214
7 KID ICARUS	156
8 CONTRA	142
9 WIZARDS & WARRIORS	134
10 SUPER MARIO BROS.	126
11 ZELDA II-THE ADVENTURE OF LINK	114
12 ICE HOCKEY	110
13 RAMBO	96
14 SUPER MARIO BROS. 2	94
15 GOONIES II	80
16 RYGAR	80
17 SOLOMON'S KEY	76
18 ZANAC	76
19 DOUBLE DRIBBLE	70
20 SIDE POCKET	64
21 R.B.I. BASEBALL	62
22 GRADIUS	60
23 DEADLY TOWERS	52
24 R.C. PRO-AM	52
25 RAD RACER	40
26 ARKANOID	30
27 BASES LOADED	30
28 RUSH 'N ATTACK	28
29 GOLF	24
30 PRO WRESTLING	24

Games not yet on store shelf rank high

A sneak peek at Link and Super Mario Bros. 2 by the pros was enough to place the two near the top for them.

DEALERS' PICKS

GAME	PTS
1 R.B.I. BASEBALL	424
2 KID ICARUS	307
3 THE LEGEND OF ZELDA	260
4 METROID	260
5 MIKE TYSON'S PUNCH-OUT!!	222
6 R.C. PRO-AM	180
7 DOUBLE DRAGON	149
8 GOONIES II	138
9 TOP GUN	110
10 ICE HOCKEY	107
11 RAD RACER	97
12 RENEGADE	88
13 GOLF	86
14 IKARI WARRIORS	83
15 EXCITEBIKE	78
16 PINBALL	76
17 PRO WRESTLING	74
18 IRON TANK	64
19 KID NIKI	58
20 BASEBALL	53
21 DONKEY KONG JR. MATH	53
22 TENNIS	53
23 DOUBLE DRIBBLE	45
24 KUNG FU	44
25 RAMBO	40
26 BREAKTHRU	38
27 SUPER MARIO BROS.	38
28 FREEDOM FORCE	37
29 SECTION Z	36
30 10-YARD FIGHT	35

R.B.I. Baseball strikes a home run with dealers

At the stores, R.B.I. Baseball stole first base from Zelda with Kid Icarus sneaking in second.

Editor's Note: You'll start seeing Zelda II in stores in December!

NEXT ISSUE

COMING UP NEXT IN THE NOVEMBER/ DECEMBER ISSUE OF NINTENDO POWER!

TRACK & FIELD II

Details on all 15 sporting events will help you prepare for your own Video Olympics.

BLASTER MASTER

Nine pages of revealing maps and mutant madness, plus an explosive fold-out poster.

GIANT HOLIDAY GIVEAWAY

We're amassing gifts from all over the globe to make hundreds of players' holidays really happy. Be sure to enter the November/December Player's Poll Contest!

Plus, don't miss the latest tips in Counselors' Corner and Classified Information. Get some holiday gift ideas with our Nintendo Power Gift Guide. And start getting ready for the new year with Pak Watch!

Dear Readers,

We've learned a lot about the magazine publishing business while making the first two issues of **Nintendo Power**. It can be a lot of hard work, but it's also a lot of fun.

We had to chase down pro football players enroute to training camp, and track down the package with photos of the Lamborghini, hoping they would arrive from England in time. We spent a week in 110 degree weather in a very small town in the middle of California for a printing press check, and then had the satisfaction of carrying the first finished copies back to Nintendo. We all celebrated with a Pacific Northwest salmon barbeque!

We got into some scraps over whether or not the game tips were all presented correctly (we think they are now), as well as over who was going to pay a $200 taxi cab fare on one of our trips (OUCH! I lost). One night we stayed up until 4:00 a.m. working on Pak Watch copy. The next morning, though, we took a much needed break and went to Disneyland!

It can get a little hectic racking up hundreds of thousands of miles travelling around the world trying to put together a world class magazine. But it's all worthwhile when we see the results, and hear from the hundreds of thousands of NES fans like you who believe in the power of **Nintendo Power**.

See you in November,

Howard W Phillips

Send a friend to score-raising deep space with Nintendo Power™!
Nintendo®

And get a free Power Pin!

NINTENDO
POWER

POWER TOOLS

Nintendo Zapper
Nintendo
SELECT START
TURBO
SLOW
B
A
NES MAX
Nintendo

More power over power. That's what you get with Nintendo power tools. More power to control your speed. More power to control your timing. More power to control every move, every trick, every maneuver. It's the power you need to take total control. With Nintendo accessories like the NES Max™ and NES Advantage® joystick, the only thing out of control will be your scores.

Nintendo
ENTERTAINMENT SYSTEM®

Bulk Rate
U.S. Postage
PAID
Redmond, WA
Permit No. 140